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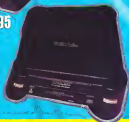
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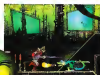


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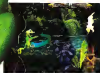
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**CRYSTAL DYNAMICS**

# INPUT THE NEW NAME OF THE GAME

First of all I'd like to welcome you to the new **Videogames**. Our logo is brighter, bolder and more aggressive, just like our intrepid polygonal staff. I hope you notice all the exciting improvements in our magazine. Besides the red-hot exclusives in this issue, **Videogames** is now thicker, with more pages and a slick new cover. (Plus our cover price is still a reasonable \$4.99.) We've added more pages to our new **Tips & Tricks** section. Our reviews are tougher than ever and I know they'll become your essential guide when choosing to purchase games, rent them, or avoid the bad ones altogether.

This issue I'm proud to present the first-ever reviews of four Sega Saturn titles that will be released in the United States. These are the U.S. versions, not their Japanese counterparts, and I'm happy to give you the lowdown. When the Sega Saturn debuts on September 2nd, there will be 20 games available the very same day. You read that right, 20 mind-blowing games! More games will be available for Sega Saturn the day it debuts than any game system in history. I know you want to make your buying

decisions now, which is why between now and September 2nd, you will read about each and every one of these 20 new games. That doesn't give us a lot of time, so we'll be reviewing a few each issue until Saturn-day with a complete round up of the scores in our September issue. The Sega Saturn is set to take the stage as the hottest of the new 32-bit systems because, as a company, Sega understands one thing the competition can sometimes forget—gameplay. It's a word that the editors of this magazine use often but we've never taken the time to really define what we mean when we say it. Put simply, gameplay translates into addiction. The addiction factor that a hot game causes always results in the constant playing of that title. I really know I'm hooked when I look forward to playing. If I stay up until 4 a.m. playing *Sonic 3*, my conclusion is that it contains excellent gameplay.

It's going to be tough to judge which is the best of the new 32- and 64-bit game systems. All of them, the Sony PlayStation, the 3DO, the Jaguar CD, the Ultra 64 and the Sega Saturn have great 3-D graphics with 16.7 million colors.

Each one will have excellent CD sound if not at least CD-quality audio. All of them will have a golf game from T & E Soft at some point, but I digress. The point is that the technology seems finally to be settling into a somewhat even playing field. All the systems will have games with graphics that will make your jaw drop and your mouth drool but what are we really looking for? Innovative, new and exciting games—with addictive gameplay. And let me tell you, a lot of these hot games are coming exclusively to the Sega Saturn.

Next issue you will see a complete blow-by-blow analysis of *Virtus Fighter* for the Sega Saturn. As well as more Sega Saturn tips and reviews. Keep these magazines stashed somewhere handy so that you have them the day the system arrives in stores. I have a good idea you'll be needing your issues of **Videogames** to take advantage of all the exclusive news, tips and info that will surely expand your gaming pleasure.

—Chris Gore  
Editor in Chief

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**CRYSTAL DYNAMICS**

# PRESS START



## SEGA SATURN-DAY SET FOR SEPTEMBER 2

The next level of video games is upon us, and kids are already starting to freak out. They're shaking in their Skatchers, having already seen glimpses of games like *Virtua Fighter* for the Sega Saturn. With furrowed little brows and clammy little palms, they're saving their allowances in eager anticipation and in hopes of accumulating the \$400 they'll need in order to buy the Saturn. Sega's 32-bit machine will actually retail somewhere between \$360 and \$450 in the U.S. Neither an exact price nor software pack-in plans have yet been announced.

Sega launched the Saturn in November, 1994 in Japan, where sales of the system have depleted inventories and forced Sega to increase manufacturing of what they refer to as "the ultimate in-home entertainment machine." Within the first month of its release, the Sega Saturn sold more than 500,000 units of hardware. Sega Enterprises in Tokyo anticipates sales of one million Saturns by April and a further two million by the end of the year. The Saturn proved to be the business in Japan. According to Sega sales figures, the system is outselling the competition by a factor of more than 30 percent.

It's difficult to talk about the release of the Saturn without also mentioning the release of the Sony PlayStation. For example, we're sure that Sony has its own sales figures regarding which of the two machines has been out-performing the other at overseas cash registers. Both systems were released within the same month in Japan, and our sources indicate that the U.S. PlayStation release date will appear as close to Sega's "Saturnday" as it can. There is every indication that a frothy battle will ensue. For example, when news of the PlayStation's powerful performance abilities hit the streets in November 1993, Sega decided to add to the system a new video processor that enhances its 2-dimensional capabilities.

New hardware such as this initiates a new breed of electronic gaming—that everyone seems to be calling the "next generation," made possible by technological advances that earlier video game systems only hinted at. Anyone disappointed by the 32X may want to check out the specs that power the Saturn: The

Saturn's innards contain a total of eight processors—three of which are 32-bit RISC processors—and it is said to use the same architecture as the commercial arcade machines that bear Sega's Titan label. The assertion here is that the use of arcade machine technology would mean arcade gameplay in your home. There is also much talk about the Saturn's "SuperH RISC Engine" or the SH-2, a small chip that processes graphics and processes 'em quickly, co-developed with Hitachi. Somebody's droppin' science, eh?

The Sega Saturn also boasts "parallel processing," explained as that which is found in supercomputers to divide computing tasks into parts that are distributed between powerful, specialized processors. Sega claims that this expands the programming capabilities for the system and enables software developers to create more sophisticated game software. Saturn features also include video CD via an MPEG adapter, Photo CD, E-Book video, audio CD and digital karaoke.

Over 20 software titles will be available at the Saturn's launch, including *Virtua Fighter*, *Bug*, *Panzer Dragoon* and *Clockwork Knight*. Sega promises an additional library of 100 games by Christmas 1995 from both Sega and third-party developers. *Virtua Fighter*, sold separately from the hardware, has sold at a 1:1 ratio with the Saturn hardware in Japan. If Sega has banked on *Virtua Fighter* selling the Saturn, then somebody did something right; both the Saturn and *Virtua Fighter* seem to be selling like hotcakes.

Third-party publishers like Acclaim have announced Sega Saturn titles in development: *Batman Forever*, *NBA Jam Tournament Edition*, *Frank Thomas Big Hurt Baseball* and *Alien Trilogy*, for example. Other publishers of Saturn software include Konami, Capcom, Electronic Arts, Time Warner, Interplay, Virgin...basically every third party you've ever seen in the pages of *VideoGames* with the possible exception of Sony.

At this point, it's only a matter of time and waiting. Sega has announced the release date for the Saturn as September 2, "Saturnday." It'll be a mad rush to Toys 'R' Us that day!

—Betty Hallock





# BUG



You play as a little bug in a cute platform game that's so 2-D, it looks 3-D.

# VIRTA RACING



Live the speed dream in this feverish arcade adaptation. Tons of tracks and challenges to be had.

More exemplary 2-D platform gameplay that looks 3-D. Play as Clockwork Knight and save the princess.



# CLOCKWORK KNIGHT

# PANZER DRAGON



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# VIRTA FIGHTER



The arcade hit you know and love. Utilizes the Saturn's polygonal capabilities.

# NHL ALL-STAR HOCKEY



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# BLACK FIRE



Beautiful and realistic graphics highlight this shooter.



# BASEBALL



Clear, smooth graphics, superb player animations and lots of camera angles too.

# Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt.

Sizzling, scorched and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals.

Man, were you burned. This is Kirby's DreamLand 2<sup>®</sup> for Game Boy<sup>®</sup> and Super Game Boy<sup>®</sup>, and you're in the hot seat. Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby deadlier than ever.



Meet the owl that slings boomerang feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up white-hot spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.



Nintendo





# SOUNDBOARD

## MORE GIRLS, PLEASE!

Dear VideoGames,

Hi! My name's Guy Herzog (from Israel) and I'm a loyal reader. I saw all of the cool changes you've made over the last few issues and I love them! I especially like what you did to the review section. I think you guys are absolutely right about the "girls" stuff in all the videogames. They should have more women as heroes in games. There isn't one Origin game (Wing Commander, Strike Commander, etc.) where you play a girl instead of a guy. That sucks!



—Guy Herzog  
Raanana, Israel

Thanks for the nice letter, Guy. We're always thrilled to find out that our efforts are appreciated across the globe. As for more games with women as heroes, we think you're absolutely right. Games need more girl heroes now! Maybe if more gamers like you complain loud enough, game publishers will stand up and take notice. And hey, thanks for the cool drawing!

for more games with women as heroes, we think you're absolutely right. Games need more girl heroes now! Maybe if more gamers like you complain loud enough, game publishers will stand up and take notice. And hey, thanks for the cool drawing!

## GIMME THAT OLD-TIME GAMING

Dear VG,

I'm writing because I was inspired the letter from John Davidenas in your April issue regarding the Thundercats. What about the original He-Man series before they trashed it with that puny galactic warrior crap? By the way, can you tell me how much Atari 2600 and 7800 games are worth now?

—Jeffrey Games  
Racford, NC

Hey, it's great to know that somebody reads Soundboard! You need to get your hands on a copy of the Digital Press Classic Videogames Collector's Guide, published by Joe Santulli at 44 Hunter Place, Pompton Lakes, NJ 07442-2037. Send Joe \$14.95 and tell him VideoGames sent you, he'll fix you right up quick. Then you'll be able to look up the Masters of the Universe games that were released for the Intellivision and Atari 2600.

## WHY ON WHY?

To the Editors of VG,

Why hasn't anyone made a Garfield game and another Snoopy game? I love those guys!



—Leslie Bachman  
Gilroy, CA



Wow—this must be National Obscure Video-Game Inivia month. As it happens, there was indeed a Garfield game in Japan for the Famicom (a.k.a. the 8-bit NES.) Titled Garfield No Ishukan (or Garfield's One Week), it's an action game that was released in April of '89.

## PINBALL, ANYONE?

Dear VideoGames,

I liked the "Best of '94" picks in your March issue, along with your "Worst of" picks. Stick it to them for bad gaming calls. You picked the "Best Arcade Game" but you missed the most important pick of all: pinball. Here are my picks for the top three games of '94: Star Trek: The Next Generation (Williams), World Cup (Bally) and Demolition Man (Williams).

—Pat Maurer  
Taylor, MI

We agree, Pat; pinball rules! It's cool to know that there are still some fans of pinball lurking around. Your list was great; it sounds like you're a real Williams fan. What did you think of the Judge Dredd machine? Some players have a real love/hate relationship with that one.

We'd be more than willing to cover more pinball stuff if our readers wanted to see it, so if you're interested, write us and let us know. (By the way, Gabe wants to add Data East's Guns 'N' Roses machine to your list.)



## GO-KART FREAK



Dear VG Staff,

I believe that you all display massive enthusiasm in your judgements of video-game entertainment systems and cartridges. Some subscribers send profane, vulgar and occasionally foolish notes, but I, on the other hand, will not. I own a go-kart, which is comforting yet hazardous.

Nikos recently made a remark about the sound in the Genesis version of Super Street Fighter II. He said it was worse than AM radio circa 1980. What does that mean? What is a radio circa?

—James Atwood  
Republic, Mo

Great picture, James! "Circa" is a Latin word which means "around the time of," it's still a part of the vernacular, though. By the way, all of us in the office loved your writing style and think you have the potential to be a great writer. Keep at it!

## THIS KID'S NUTS

Dear VideoGames,

What kind of crap are you? Not only is your crew ugly, but you must have something serious against Sega! I am an angry Sega fan who has been reading your crap. Can a couple of alien-like figures like you tell me why Donkey Kong Country was the best game of the year? Why not Sonic & Knuckles? DKC was just a 16-bit game starring a rat-like slo-mo monkey and his midget friend that looks constipated, but Sonic & Knuckles had revolutionary lock-on technology. Why the heck did Earthworm Jim get the award of best Genesis game? What do you have against Sega's 32X? Sonic and Knuckles are so much cooler than Nintendo and Atari combined. Nintendo sucks. Atari is for slo-mos like you. Sega, however, is the coolest.

—Manoj Lal (age 11)  
Valencia, CA

Whoa, friend! Taking issue with our editorial stance is one thing, but calling us ugly is playing dirty pool. If you lined up the staffs of all the major gaming magazines, we'd definitely stand out as being the cutest and most charming.

You're 11 years old, Manoj. Try to relax a little or you'll be a heart attack candidate by your twenty-first birthday, okay?

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# ZINE ZONE



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 (\$14 sub, \$1.75 per issue)  
 Digital Press continues to prove itself an impressive fanzine. Issue #24 features Pac-Man, which includes an intriguing "Editor's Blurb" that explores such topics as Pac-Man's sex life and digestive system, the "Ten Most Bizarre Pac-Man Items," and "Pac-Man Oddities." This issue's "Collector's Corner" is devoted entirely to Pac-Man. "ROMpage! (I'm Bored,)" provides an interesting perspective on the video game industry.



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 Sherman Oaks, CA 91423  
 Quarterly (\$2 per issue)  
 It isn't often that compliments are issued to fanzine layouts, but Gamers Quarterly looks downright professional. Clean, neat, and easy to read—a big plus. The Samurai Shodown II cover looks good too. Volume 2, Issue 2 includes 3DO cheats, Jaguar cheats, and reviews of Need for Speed, Alien Soldier, Scavenger 4, Turbo Outrun, Flashback, Samurai Shodown II and more. And the reviews are great—clear and to the point. Only an overall rating of Good, Average or Poor is assigned to each game reviewed.



**ABOVE & BEYOND**  
 Tommy Donoho, Editor-In-Chief/Sanitary Engineer  
 1804 Tony Lane  
 Wichita, KS 67212-1578  
 Bi-monthly  
 (\$8 sub, \$2 per issue)  
 Issue 2 of Above & Beyond opens with a very long letter from the editor. In answer to the editor's question, "Do you think that I should start having a cover?"—yes. Seeing the letter from the editor on the front of a zine is a turn-off. The highlight of Above & Beyond are the fanzine and

prozine reviews. Game reviews are a little sloppy, but are interesting overall. You may want to check out the article, "E3 vs. CES."



**GAME NEWS**  
 Matt Leone, Editor  
 2408 Chelcos Road  
 Palos Verdes Estates, CA 90274  
 Bi-monthly  
 (\$14 sub, \$2.50 per issue)  
 Game News is a clean fanzine that's easy to read, but definitely needs some pictures. There's absolutely no art whatsoever on any of its 12 pages, except for the "Tidbits" section on page 2. Another problem is that it's too short. "Tidbits" is an eye-catching section (with three whole pictures on the page) that, in this issue, includes the two poems found in the Clockwork Knight manual, "Clockwork Knight" and "A Lullaby." A little freaky. The cover story is on NBA JAM Tournament Edition—it needed a little space.



**BEYOND GAMING**  
 Ryan H. Smith, Publisher/Editor-In-Chief  
 89 Arundel Place  
 St. Louis, MO 63105  
 Quarterly  
 (\$10 sub, \$3 per issue)  
 Volume 2, Issue 6  
 The cover of issue 6 is entitled, "The Ladies of SNK," which is pretty cool even if a little creepy. Anyway, fanzine covers are the perfect place for friends' artwork, don't you think? Beyond Gaming provides a lot of information about the Neo-Geo and Neo-Geo games. You'll find full-color pictures of games on page 2—what a treat! This fanzine could also be a little longer, but the information that is included in its 13 pages makes it a decent buy, though three bucks is a little expensive.

## VIDEOGAMES Contest Winners!

### Ren And Stimpy Contest

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Delevan, Wisconsin

Nathaniel West  
Fort Scott, Kansas

Thomas A. Smith  
Gilbert, South Carolina

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# PRESS START PRESS START PRESS START

# THE GORESCORE

## Industry News You Can Trust

The big show is upon us and (sob!) we may or may not get to see the Ultra 64. The problem is that the games are not really ready to be shown and Nintendo wants to avoid a disastrous bad reception like the Virtual Boy got in Japan. Sources within the big "N" tell *VideoGames* that the chip set is finished and the specs are astounding. Two 64-bit risc processors power this baby with a 64-bit bus and a 64-bit graphics processor. The only thing holding up the system is how much heat this puppy gives off. The casing for Ultra will not be of the dainty lavender and purple variety. Expect Ultra 64 to look as hot as those chips. (And wait until you see the wacky new controller design.) Now for the news you've come to trust from the guy with the guts to sign off with his real name. (That's me, Chris Gore.)

### SEGA CD IS OUTTA HERE!

Many gamers will not exactly be mourning the loss of what is widely thought to be the least exciting 16-bit game platform. (But that sound sure was nice.) It has been confirmed that Sega Saturn and Sega CD games will be delivered in stores in the same tall clear plastic packaging. (Sega CD has the bright blue boxes, Sega Saturn will be white.) Sega is more than slightly concerned that average Joe consumer is going to be confused with two entirely different platforms that are not compatible being displayed on the same shelves. Sure both Sega CD and Sega Saturn games are contained on silvery disks, but there is no compatibility whatsoever and no add-on to make either compatible with the other. In order to make room on the shelves for Sega Saturn games, Sega CD will be blown out at low prices. If you ever thought about buying the system, now is the time. It's actually kind of sad considering we are only now starting to see some excellent games exclusively available for the platform such as *Eternal Champions*, *Chameleon* from the *Darks*, *Battle Corps*, *SoulStar* and *Earthworm Jim*.

### SEGA SATURN—SOONER THAN YOU THINK?

Even after Sega formally announced their September 2nd release date for Sega Saturn, there are still strong rumors that the 32-bit powerhouse will be in stores as early as June or July. First, consider that when Sega CD was originally announced, it was supposed to hit the shelves in December and it was in some stores as early as October. Also, why is Sega allowing magazines like ourselves and some of our competitors to review, that is *REVIEW*, not preview Sega Saturn games? Why are we running these reviews three months before the scheduled release date of Saturn? Could it be that Sega has announced their September date as a bait and switch tactic to confuse the competition. The answer to these and other questions will no doubt be answered very soon.

### DEATH OF THE 16-BIT CARTRIDGE GAMES

I can count the number of companies that are currently developing cartridge games for 16-bit on one hand. Only five companies are actually putting effort into releasing new games for 16-bit. Here's the list of the cartridge bunch: Nintendo, Sega, Electronic Arts, Acclaim and Time/Warner Interactive. But don't cry, this is not such a bad thing. I cannot wait to say, "Hello discount bin! *WildSnake* for only \$6.99!" Just wait...

### STARFOX 2 MAY BE ON HOLD

*Donkey Kong Country* has done well for Nintendo. Seven million game cartridges sold proves that. But since the unprecedented success of *DKC*, there is talk in the halls of Nintendo that the company should only produce games with rendered images. Nintendo bigwig Mr. Arakawa is so convinced that only games only with rendered graphics should be released for Super NES that games like *Starfox 2* may not be released at all.

### KILLER INSTINCT FOR SUPER NES:

Yes, this is absolutely true. The arcade hit with beautiful 3-D graphics will be coming out for your 16-bit Super NES before Christmas. As part of Nintendo's plans, there will also be 5 or 6 more games with rendered graphics available for the Super NES this Christmas including the Diddy Kong game we all know about and (hurray!) a new *Mario* game! *Mario* will look utterly stunning in new 3-D graphics with new pals and a whole new kind of game. Stay tuned for more.

### WHAT IS THE ULTRA 64, REALLY?

Rumors are flying fast and furious about the nature of the much-anthipated 64-bit game system from Nintendo. The BS/X satellite that Nintendo launched caused further speculation about the company's true intentions. One of the most fantastic theories is this: that the Ultra 64 is not just a cartridge-based game system, it is the set-top box that allows you to play games over a digital cable wire. The theory continues with the Nintendo Network, a group of cable entertainment channels that offer games for a low monthly rate. Players can download games or enter themselves in tournaments playing real players across the country. Imagine playing baseball or football tournaments with human opponents playing all positions on the field. Or a *Killer Instinct* tournament that starts with thousands of people and slowly whittles down to the very best. Or a *Doom*-style game set in a virtual world in a city the size of Los Angeles with hundreds or thousands of players battling each other. Think about it: thousands of people from Detroit could enter the tournament against thousands from Los Angeles and fight a virtual war. Sounds like science fiction, however, it is all technically possible. Each even would be scheduled and promoted like a pay-per-view cable show. Sounds like a great theory, but the actual truth will be known later this year.

Gotta get back to gaming and summer fun outdoors. See you at the barbecue!

—Chris Gore  
editor-in-chief

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or the short,  
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# Nintendo the Innovation leader &



These high-end graphics with their millions of colors were converted to the Super NES palette using a process called debabelizing.

How to boost the performance of your

At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming tech-

niques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them,

either. In fact, with games using ACM, or the FX<sup>2</sup> and SA1, gamers won't have to pay an extra dime for the innovations.

## ACM: The Magic In The Machine

So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years

creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called debabelizing, which reduced the rendered images from millions of colors to 256 or less. By working from the high-

end down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."

video game system without spending a dime.

Full 3-D models were created first in wire-frame for DKC. The designers then made the wire-frames to see how the motion looked. After creating a soup for the bone to happen, Rare textured the figure with texture maps and lighting.



# SUPER FX<sup>2</sup>

The latest upgrade of the Super FX chip—the FX<sup>2</sup>—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel



terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX.

In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez Ben of Argonaut Software, the FX<sup>2</sup> can display 20,000 polygons per second, which is comparable to a high-priced 3D system.



ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Bricom Graphics super computers that were used to create Donkey Kong Country.

## The SA1

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX<sup>2</sup>, but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

# DOLLARS AND SENSE

Sega says they want to ease gamers into the next generation, but they're asking \$150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

Gamers want better games today for the systems they

already own. A system add-on or plug-in is expensive and you can't update it. In other words, you're stuck with it. Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX<sup>2</sup> and SA1. As technology improves, so do the games. For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

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# TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



Here they are—the first cheat codes and tips for a U.S. Saturn game! Sega of America has confirmed that these cheats will work on the U.S. version of *Clockwork Knight*, so when you fire up your Saturn for the first time, be on the lookout for these secret areas. There's also a cheat for infinite lives if you're having trouble getting Pepperouchau through the game. Have fun!

## First U.S. Saturn Tips!!

### Infinite Lives



Press **Up**, **Right** nine times, **Down** six times, **Left** seven times, **Z**, **X**, **Y**, **Y**, **Y**, **Z**



You'll start the game with 999 lives in reserve.

## HINT HOTLINES!

Are you still having trouble with your favorite game? Well, *VideoGames* doesn't give out too much over the phone—but here is a list of people who do:

**Nintendo of America Inc.**  
(208) 885-PLAY  
Hours: Monday through Saturday—9 a.m. to 5 p.m. (Pacific Standard Time)  
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)  
COST: Standard long-distance rates to Redmond, Washington, apply  
TIPS: Nintendo's game counselors field questions about any Nintendo game for the NES, Super NES or Game Boy

**Sega of America Inc.**  
(415) 591-PLAY  
Hours: 8 a.m. to 6 p.m. (Pacific Standard Time) seven days a week  
COST: Standard long-distance rates to Redwood City, California, apply  
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for the on-line services.

**Atari Corp.**  
(909) 737-ATARI  
Hours: 24 hours a day, 7 days a week  
COST: 95¢ per minute  
TIPS: Atari's Game Line offers Touch Tone menus with recorded messages of tips and strategies for recent Atari games by the hour and by day.

**Turner Broadcasting Inc.**  
(310) 337-8918  
Hours: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)  
COST: Standard long-distance rates to Los Angeles, California, apply  
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo

**Electronic Arts**  
(909) 268-HINT  
Hours: 24 hours a day, seven days a week  
COST: 95¢ for the first minute, 75¢ each additional minute  
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours

**S.E. Gold (Flashback Games)**  
(909) 268-GAME  
Hours: 24 hours a day, seven days a week  
COST: 95¢ per minute  
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES

**Data East**  
(909) 4545-HELP  
Hours: 24 hours a day, seven days a week for recorded messages, or 9 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance  
COST: 95¢ for the first minute, 75¢ each additional minute  
TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles

# Magic Door



In the second level of Betsy's Room...



...after you exit the first key box...



...go left to the "GO" blocks.



Rearrange the three "GO" blocks (by pushing and pulling)...



...until you find the magic door.

# Secret Room in Attic



In the first stage of the Attic, carry the spring all the way to the right.



Place it on the other side of the first lock box.



Now you can jump over the wall.



You'll find another hidden lock box.



Jump in to warp to a room full of goodies!

# Secret Passageway



In the second Attic stage, after you finish the maze of lock boxes, you'll find three crates protecting a silver key.



Stun one of the TNT guys, then pick him up and throw him at the ceiling directly above the crates.



A key should fall down.



Pick up the key and head left and see where you can use it.



Enter the cage to skip to the boss battle!

# A Barrel of Fun



At the game options menu, rotate the D-pad clockwise several times in a row. The words "Rolling Mode" will appear if you have done this correctly. To perform a roll, you must tap the D-pad twice toward one of the corner (diagonal) positions.

With this trick you can enable your dragon to barrel-roll away from danger.



Rotate the D-pad clockwise a few times.

Done successfully, "Rolling Mode" will appear.



Double-tap on a corner of the D-Pad to execute a barrel roll.





## Super Rapid-Fire

Right, A, A, B, B, C, C. When you start the game, you'll notice that when you have the fire button pushed down, you'll be blasting away like crazy.



Press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.



Start the game in either Arcade or 3DO mode.



Taste the fuel.

## Free Play

To see just how short this game is, try out this code for infinite continuos. As above, after the title of the game fully appears and freezes on the screen, press Up, Right, Down, Left, A, B, C, Up, Left, Down, Right. Instead of the usual three continuos, you will be in the "Free Play" mode. This will get you through the whole game lickety-split.



Enter the code Up, Right, Down, Left, A, B, C, Up, Left, Down, Right.



Start the game. When you die, you'll see that you're in "Free Play" mode.



## MIGHTY BORIN' POWER CODES

As if this game needed to be any easier, now you can replenish your strength at a quicker rate or skip the combat sequences and just watch the movie.

### Level Cheat

To skip the combat sequences, press B, A, C, C, A, B, A at the selection screen. Having done this successfully, you will hear a ringing sound. Now you will be able to avoid participating in any combat segment by pressing the START button.



Press B, A, C, C, A, B, A and listen for the jingle.



During the game, press START when you see the life level appear in the corner.



...to skip to the next stage.

### Secret Energy Codes

Need to replenish your energy fast? Use these codes at the right time and make your energy bar replenish more quickly. When you see a certain scene, enter the appropriate code. The higher the game difficulty level, the less time you have to execute the code. Below is an explanation of the codes for Episode 1 followed by the codes for the rest of the levels.



In Episode 1, press Up when the Ranger jump up. You'll see your energy go up with a blast of speed.



Press Up when the Red Ranger jumps up.



Press Up when Megazord lifts its sword.



Press A when Megazord swings its sword.

### Episode 3

Press Down when Goldar says "I thought Rita..."  
Press Down when the Green Ranger says, "She wanted that pleasure."

### Episode 5

Press A when the Megazord first appears.  
Press B when lightning first hits the Megazord.  
Press C when the Megazord is fully energized.

Press Down when the Red Ranger leaps down.  
Press A when the Red Ranger draws his sword.

### Episode 7

Press Up when the Green Ranger leaps up.  
Press Down when the Green Ranger flips and descends.  
Press Down when the Power Coin shows.  
Press A when the Power Coin activates.

Press Up when the camera pans up to the Megazord.

### Episode 9

Press Up when the Dragonzord is surfacing.  
Press Right when the Dragonzord's tail swings.  
Press Right when the Dragonzord's tail swings again.  
Press A when the Dragonzord first lights with energy.

Press B when the Dragonzord next lights with energy.

Press C when the Dragonzord attaches to the bottom of the Megazord.  
Press A when the Dragonzord grabs the staff.  
Press Up when the Megazord snaps into the top of the Ultrazord.  
Press Down when the Ultrazord lowers into its base.





## Use the Force

If you're having trouble with the game clock in this super shooter, try entering these cheat codes while the game is paused. If sound tests are your thing, we've also got a "pause" cheat that takes you to the game's hidden sound test menu. Unfortunately, these cheats will only work with a six-button controller, since there's no way to pause the game with the old three-button job.

### Suspend Time



Pause the game and press **Down, B, B, Up, Right, Left**.



Now the timer has been deactivated.

### Reset Timer



Pause the game and press **Left, Down, A, C, Down, Up**.



Now the timer has been reset.

### Sound Test



#### Say No To Censorship!

If you were one of the people unfortunate enough to purchase this game (or lame enough to want to rent it) then here's a cheat for you. To play the game without those annoying red circles with the slashes through them, exercise your First Amendment rights by pressing **Up, Down, Right, Left, Down, Right, X** while the girl is talking at the start of the game.



Press **Up, Down, Right, Left, Down, Right, X**.



Now you won't have to look at this.



Pause the game and press **Up, Right, Left, A, Down, C**.



Now you can hear some of John Williams' best.



### Sound Test

When the Nintendo logo appears at the start of the game, hold the **L** and **R** buttons on top of Controller 2. The sound test menu will appear; now you can hear the game's music or indulge yourself with the sound of a body blow.



Hold **L+R** on Controller 2.



Choose a sound with Controller 1.

## GAME GENIE CODES

Codes for use with Genie's Game Genie Video Game Enhancers

### NBA JAM.T.E. (Super NES)

- D0EA-1F9C—Player 1 knocks both down
- D0EA-1F0C—Player 1 has teleport pass
- D0EA-1F0C—Player 1 has high shots
- 4FE1-046C—Player 2 has power block
- D4E1-046C—Player 2 has powered-up three-pointers
- 00E1-046C—Player 2 has infinite turbo
- EEEF-3DDC/EEEF-3DDC—All secret power-ups on for Player 3
- EEEF-3FEC/EEEF-3FAC—All secret power-ups on for Player 4

### NBA JAM.T.E. (Genesis)

NOTE: For these Genesis codes you cannot use any of the record/scores you've saved previously and you will not be able to save record/scores.

- REDT-A603—MASTER CODE (must be entered)
- PFYC-PETJ—Player 1 has powered-up blocks
- PFYC-PETJ—Player 1 knocks both opponents down by pushing one
- PFYC-PEVJ—Player 1 knocks opponent player down
- PFYC-PEWJ—Player 1 has teleport passing
- PFYC-PEXY—Player 1 has high shots
- PKXW-PEEN—Player 2 has infinite turbo
- PKXW-PEES—Player 2 has powered-up offense
- PKYC-PETJ—Player 2 has powered-up blocks
- PKYC-PETJ—Player 2 knocks both opponents down by pushing one
- PKYC-PETN—Player 2 knocks opponent player down
- PKYC-PEVJ—Player 2 is faster
- PKYC-PEXJ—Player 2 has high shots
- PKYC-PEWJ—Player 3 is faster
- PKYC-PEWT—Player 3 has teleport passing
- PKXW-PESE—Player 4 is always on fire
- PKXW-PEYJ—Player 4 has powered-up three-pointers
- PKYC-PETE—Player 4 has powered-up super dunks
- PKYC-PETY—Player 4 has powered-up blocks
- PKYC-PEVJ—Player 4 knocks both opponents down by pushing one
- PKYC-PEVJ—Player 4 is faster



## SUPER MOVES

## PLAY AS THE SUPERVISOR DROID

At the "1 Player/2 Player/Options" menu, enter the code Up, Right, Down, Left, B. You will be able to choose to fight against the Supervisor in a one-player game, or play as the Supervisor using Controller 2 in a two-player game.



Enter the code **Up, Right, Down, Left, B**.



You can choose to play against the Supervisor in a one-player game.



Or you can play as the Supervisor on Controller 2 in a two-player game.

If you've wondered about the meaning of the "Super Moves" option, you can start growing your hair back. Turn on the Super Moves feature from the options menu and start a two-player game. Both players can now use the following moves to foil their opponent. If you do the move correctly, the words "Super Move" will appear under your character's life meter. Each of these moves only lasts for about ten seconds:

- **Disable Special Moves:** Down, Down, Down, Down + any button will temporarily disable your opponent's special moves.
- **Reverse Controls:** Toward, Toward, Toward, Toward + any button will temporarily reverse the left/right controls of your opponent's robot.
- **Take No Damage:** Away, Away, Away, Away + any button will temporarily prevent your opponent from touching you.
- **Invisibility:** Up, Up, Up, Up + any button will make your robot disappear for ten seconds!

## NO DAMAGE IN ONE-PLAYER BATTLES

Enter the code Down, B, Up, B, Down, Left, Right, B at the "1 Player/2 Player/Options" screen. You will not receive any damage in a one-player game.

Enter the code **Down, B, Up, B, Down, Left, Right, B**.



You will not receive any damage from your opponent in the one-player Trainer or Mission modes.

Ha, Ha, Ha! You can't touch that!



## WATCH ALL CINEMATICS REPLAY

At the "1 Player/2 Player/Options" screen, enter the code Left, B, Right, B, Down, Left, Right, B. You will instantly be able to watch all of the game's cinematics in a row.



Enter the code **Left, B, Right, B, Down, Left, Right, B**.



The game will jump to the cinematic "Replay."



Check out all of the FMV scenes...



...and even find the code for playing as the Supervisor Droid (above.)



Hold **A+C** and hit **START** on Controller 2

With no continues, things can get pretty hairy in this arcade shooter. Fortunately, there's a hidden "Arcade" mode that gives you three continues. All you have to do is hold down the **A** and **C** buttons on Controller 2 and hit **START** when the Sega logo appears. If you do it correctly, you'll hear a voice say, "Get Ready!" and the message "Insert Coins" will appear on the start-up screen.

Note: The Arcade mode doesn't allow you to visit the Option menu before you start a game. If you need to change the difficulty setting or the number of lives, do so before you enter the code; then press the **RESET** button on the Genesis and input the code when the Sega logo appears.



If you see "Insert Coins," you're in business.



Now you'll have three continues at your disposal.



## STAGE SELECT

With the help of this simple cheat, you can start the game on any level you please. Just enter the password **WOLF** at the beginning of a one- or two-player game; you now have access to every level.



Enter the cheat password **WOLF**.



Now you can choose any battlefield.

## DEBUG MENU

With the **WOLF** password in place as described above, start a game and press the **L**, **R**, and **P** buttons at the same time. A debug menu appears with three options. "Audio Screen" lets you listen to and modify all of the sound effects in the game. "Flag in First Building" makes the enemy flag always appear in the first flag building you destroy. "Display FPS" shows the number of frames per second the game is running at; the more FPS, the faster and smoother the animation. (Notice that the FPS slows down as more objects are displayed on the screen).



With the **WOLF** password in place, hold **L+R+P**.



The debug menu will appear.



At the title screen (with Soccer Kid standing tall), press **Up**, **Down**, **Up**, **Down**, **Left**, **Up**, **Down**, **Up**, **Down**, **Right**. You'll hear a voice start to say, "Hey, that's the cheat mode!" Press the **B** button while the voice is speaking and a level select menu will appear at the bottom of the option menu. Press **Left** or **Right** to select a stage.

## LEVEL SELECT



Press **Up**, **Down**, **Up**, **Down**, **Left**, **Up**, **Down**, **Up**, **Down**, **Right**.



Press the **B** button when you hear the voice. Press **Left** or **Right** to start at a higher level.

#### ARMAN NFL FOOTBALL™

"It's really impressive...the Jaguar version is the best yet." - EGM  
 "It has funfishing innovations and a well-prepared collection of features." - GamePro



#### SYNDICATE™

"Jaguar strategy fans should be stoked. One of the best Jaguar games." - Game Players  
 "More than 50 measures of mayhem and mob activity." - GamePro



#### TEMPEST 2000™

"One of the most intense video gaming experiences ever." - Next Generation  
 "Further proof that the next level of gaming has arrived!"  
 "This game sets a new standard for intensity." - Die Hard Game Fan  
 "10-Editor's Choice Gold Award." - EGM  
 "Best sound and best shooter...all platforms." - Game Informer

**Best games.  
 Best system.  
 Best get off  
 your butt and  
 get one.**



#### DOOM™

"Blows Sega's 32X version away!"  
 "The best version of DOOM for any home system." - VideoGames  
 "Doom is a gaming milestone." - GamePro  
 "10-a mega hit!" - GamePro

#### AUTH YU, PRESIDENT™

"A masterpiece and a milestone...AWP scored the hell out of me." - VideoGames  
 "AWP's graphics are stunning." - GamePro  
 "Best Jaguar action adventure game." - Die Hard Game Fan  
 "Jaguar game of the year!" - Game Informer & Game Players



#### ZOO 2™

"Features superior level design...the visuals are truly gorgeous." - Die Hard Game Fan  
 "Zoo has everything...once you play, you're hooked." - EGM



#### WASTELAND™

"The best on any platform, including the PC."  
 "If you want riveting action, intense graphics, lots of blood and tons of glory, Wasteland delivers."  
 "It's candy for your senses." - GamePro



#### THEME PARK™

"A sandbox strategy game that borrows the unique design of SimCity and Populous."  
 "It's worth the price of admission." - GamePro  
 "Anyone who enjoys dragging things is gonna love this game!" - Game Players  
 "Recommended." - VideoGames



#### VAL D'ISERE SKIING AND SNOWBOARDING™

"My adrenaline is pumping-I'm blown away!"  
 "The best skiing and snowboarding game ever created!"  
 "The speed at which it moves is what makes it so freakin' fun." - VideoGames  
 "Graphically, the art is right on." - Die Hard Game Fan



## THE NEED FOR SPEED

3DO

## Crazy Codes

Use these cheats to nip and tuck at the inner workings of this high-class racing game from Electronic Arts. Some of them are pretty tough to pull off, so follow the instructions carefully!

**Practice Mode** From the "Control Central" screen, go to the Options menu. Highlight "Skill Level" and—using Controller 1—quickly press **X, R** button, **A, L** button in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is super tough and will frustrate you, but keep trying: it must be done extremely fast. If you finally get it to register, the "Skill Level" indicator will turn from yellow to pink. Start playing the game and there will be no traffic or cops! (No records or scores can be saved in this mode.)



Highlight "Skill Level" and quickly press **X, R, A, L** in rapid succession, continuing to hold each button so that all four are held down in the end.



The Skill Level indicator will turn from yellow to pink.



Start a game and there won't be any traffic or cops.

## Turn Off Dashboard

You'll need two controllers to activate this trick. During the game, switch to the first-person cockpit view and press **Up, L** and **A** on **Controller 2** at the same time. The normal cockpit will be replaced by a colored band with a speedometer and rear-view mirror. Press **Up, L** and **A** repeatedly to turn off the rear-view mirror, the speedometer, or return to the normal cockpit. You can do this trick with a Flightstick Pro controller, but the FS Pro has to be the third controller in the chain (two control pads and then the FS Pro.) This trick also boosts the game's frame rate.



Press **Up, L** and **A** at the same time on **Controller 2**.



The cockpit changes and the game's frame rate is boosted.

## Winter Driving Practice Mode

This code can only be done if you have enabled the "Practice Mode" cheat (see above.) Play the game in Practice Mode for at least 10 seconds. Go into instant replay and rewind to the start of the replay buffer. Press **B** on **Controller 1** plus **X, P** and **C** on **Controller 2**. If you did the code correctly you will see the "Car Crashed" info flash on the screen for a second.

Quit the game and choose to race against the clock on Alpine track. When you get to Segment 3 of Alpine track, you will find that the road is covered with black ice for some slippery action. You must restart the 3DO to get out of the winter driving tests mode.



Pause the game and go into the instant replay to rewind to the start of the game.



Press **B** on **Controller 1** plus **X, P** and **C** on **Controller 2**.



You will see the Car Crashed info flash on the screen.



Exit the game and select to race against the clock on the Alpine track.



When you get to Segment 3 of the Alpine track, you will find that the road is covered with black ice! Ooh, scary!

## Vs. Rocket Scooter

Play the game for at least 10 seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press **R, Down** and **B** simultaneously on **Controller 2**. Quit your race and start a new one. You will find that you are racing against a rocket scooter! The person on the scooter is Sheila Allen, the game's "track wizard." She is riding on her own 48cc scooter; the art for this character was rendered in 3D by Markus Tesman.



Play the game for at least 10 seconds.



Pause the game and go into the "instant replay."



Rewind to the start of the race and then press **R, Down** and **B** simultaneously on **Controller 2**.



Quit the race and start a new one.



You'll find yourself racing against a rocket scooter.

## Nitro Charging Performance Boost

This cheat increases your engine torque and power by 20 to 30%. Enter a game and immediately press **L, R** and **Up** on **Controller 2** plus **L, R, A** and **C** on **Controller 3**. When done correctly, you will see a car crash message flash on the screen. Exit the game and in all subsequent games you play, engine torque and power will be increased by 20% for the first race and 30% for the second race. Keep them all on this screen playing til it restarts the 3DO to get out of the Nitro Charge mode.



Start the game and immediately press **L+R+Up** on **Controller 2** plus **L+R+A+C** on **Controller 3**.



You will see a car crash message flash on the screen.



Exit the game and in all subsequent games your engine torque and power will be increased by 20 to 30%.

## Driving Team Picture

Select the "Wall of Fame" (high score screen) from the main menu and wait until the game credits start to scroll up the screen. Press the **R** button to see a picture of the programmers—the same picture appears on page 22 of *The Need For Speed* manual. Press the **L** button to return to the normal background.



Select the "Wall of Fame" (high score screen) from the main menu.



Wait for the credits to roll.



Press the **R** button to see a picture of the game's programmers.

## Traffic Jumping

Start a game and during the loading screens simultaneously press and hold **L, R** and **Left** on **Controller 1**. Quit the game and start a new race. This time, during the loading screens simultaneously press and hold **L, R** and **Up**, then **Quit** when you start the race. Restart the race again and during the loading screen press and hold **L, R** and **Right**, then quit the race when it starts. Restart again and during the loading screen press and hold **L, R** and **Down**. This time, don't quit; start driving, and when you see any traffic press the **X** button (hand-brake) to watch the cars fly in the air around you.



Press and hold **L+R+Left** on **Controller 1**.



Quit the game and start a new race.



Press and hold **L+R+Down**.



Press and hold **L+R+Up**, then **Quit** when the race starts and restart again.



Don't quit, but start driving.



Press and hold **L+R+Right**, then **Quit** when the race starts and restart again.



Press the **X** button to make the traffic jump!

## Pro ACTION REPLAY Codes

For Use With Data's Pro Action Replay Game Busting Cartridges

**DONKEY KONG COUNTRY**  
Super NES



You can use the Pro Action Replay to change all of the text in Donkey Kong Country to German! Simply enter the code 7E06 E104 when you try to start the game, you'll be sent to a hidden language select menu that allows you to switch from English to French or German. (Don't pick French if you do, you'll find that no text will appear and graphics glitches may cause the game to crash.) You also stand a pretty good chance of losing one of your saved games, trust us, it's not worth it.) Choose German, and when you return to the game select menu, turn the machine off and remove the Pro Action Replay cartridge; the game's battery-backed memory will remember that you changed the language to German even if you unplug the DKC cartridge and take it over to a friend's house without the Pro Action Replay! To switch back to English, just re-enter the code and choose English from the language select menu; your cartridge will be returned to normal.

**MAXIMUM CARNAGE**  
Genesis



FF09 7093D—Infinite energy  
FF07 FF02D—Infinite lives

**BEAVIS AND BUTT-HEAD**  
Super NES

7E02 2005—Infinite lives  
7E02 2006—Infinite energy

**SUPER PUNCH-OUT!!**  
Super NES



7E08 0F50—Infinite energy  
7E08 2005+7E08 2006—Infinite time  
7E08 2006—Use with above code  
7E08 201B—Infinite Super Punch!



## PRACTICE ANY LEVEL



Highlight the **EXIT** option and hold down **X**. Press **L, A, X**.

At the options menu, highlight **EXIT** and hold down the **X** button. Press **B, A, R, X** (as you did for level 25). Now you can practice at any level you please.



Go up to game select.



Now choose a level to practice.

## LEVEL 25 CODE

At the options menu, highlight the **EXIT** option, and hold down the **X** button. Press **L, A, X** (you have to release the **X** button and then press it again). You will now be able to practice on the secret level 25 (Telepods).



Highlight the **EXIT** option and hold down **X**. Press **L, A, X**.



Go up to game select.



Now choose a level to practice.

## LEVEL SKIP

At the options menu, highlight **EXIT** and hold down the **X** button. Press **P, A, R, A, L, L, A, X** (as in the other cheats). Then, start a new game and press one of the following button combos:

- Press **R+A** to skip ahead one level
- Press **R+B** to skip ahead five levels
- Press **R+C** to skip ahead ten levels
- Press **R+L** to skip back one level



Highlight **EXIT** and hold down **X**. Press **P, A, R, A, L, L, A, X**.



Start a new game, and you can use the **R** button together with **A, B, C** or **L** to skip levels!



When you're going into the Zombietown fortress to rescue a SEAL, make sure you're loaded up with Datura and armor-piercing Datura bullets. You need these to shoot the SEALs and turn them back into humans. With the first two SEALs, you can usually get away with shooting the SEAL while ignoring the other attacking zombies, but with Duffy and the Captain, you need to be able to quickly switch back and forth between normal and Datura bullets.



When you're in the Datapod and call up the map of Cay Noir, there are sometimes APB (armor-piercing bullet) or Datura quests, and sometimes not. The reason for this is that the game randomly decides whether or not to make the quests appear on the map. If you go to the map and there isn't the type of quest you want, return to the Datapod and select the map again. Keep going back and forth until your quest appears.

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. Here's a handy trick: if a Strawman or Reaper appears, hold down the **A** button and tap the **B** button. The game kindly gives you a single Datura bullet with which to kill the bad guy. Don't waste it!

## BEHIND THE SCENES PICTURES

No, you can't access those scenes from the disk; we're just showing them to you because they're cool.



Over 300 zombie full-motion video clips were filmed during Corpse Killer's one-week blue-screen shoot, which unfortunately required each of the "zombie" actors to be impaled on a large stick (That's a big fat lie, by the way.)



Here's an overhead shot of the galleon set.



Enget Butler is a talented actress, athlete, swimsuit model and the heroine of Corpse Killer. She's also real pretty.







# Mortal Kombat 3

## The Mayhem Continues

**By** the time you read these words, your favorite arcade will have a *Mortal Kombat 3* machine installed in it—probably several of them, in fact. For a first hands-on trial, VideoGames went to the American Coin Machine Expo in Reno, Nevada, on March 23 to witness the world premiere of this incredible new fighting game. Once we got our hands on the machine, there was no turning back.

Along with new characters, new moves and new fatalities, the game includes many surprising new features, the most obvious of which is the **RUN** button. Like the **TURBO** but-

ton in *NBA JAM*, this option allows your fighter to dash in at double-speed to surprise your opponent with a close attack. A *guno Turbo bar* beneath your energy meter shows how much "Run" power you have: it refills automatically. Early response to this new control option has been overwhelmingly positive; not only does it favor offensive players, but it also makes the throw a much more viable factor. (Believe us when we say that the latter is a plus; many of the throws in the game are spectacular!) Combo recognition has also been added, and the combos execute much more smoothly and quickly than ever before.

At the show, Midway representatives also confirmed the fact that *MK3* will be available in the fall for the Sony PlayStation with at least five additional conversions to follow. This means that the game will only be an arcade exclusive for five or six months, so its designers have prepared some unique strategies for maximizing the game's appeal before and after the home versions arrive. Most significantly, arcade

operators will be provided with a free ROM upgrade kit that will coincide with the home release, which guarantees that the arcade version will always be the most desirable. The revision is expected to be a major one, too; designer/programmer Ed Boon suggested that—in addition to other new features—the upgrade may add at least three new characters to the 17 that are already confirmed to exist in the game.

While it's a bit too early to delve into a full moves list (the game only exists in beta form as we go to press), here's a batch of early info that should help you prepare for the summer of 1995—what Midway is already calling "the year of *Mortal Kombat*."





**THREE FLAMING SKULLS**  
Back, Back, Forward, Forward,  
HIGH PUNCH



**FIRE STORM SUPER THROW**



## SHANG TSUNG

The new, spider-like Shang Tsung has more than a few tricks up his sleeve. His Flaming Skull projectiles work just as they did in MKII, but throwing into other characters is no longer quite as easy...

## SINDEL

The bride of Shao Kahn, Sindel can levitate and throw fireballs at you from the sky. Watch out for her flowing white hair—get in close and she'll grab you with her mane and fling you across the screen. Rapunzel she ain't!



**LEVITATION ICEBALL**



**SONIC SCREAM**



**HAIR THROW**



**DASH PUNCH**  
Forward, Forward,  
HIGH KICK



**EARTHQUAKE**  
Charge LOW KICK for three seconds, release



**ROCKET ARM**



## JAX

With his metallic arms, Jax poses a threat to any fighter who dares to assume a defensive pose. His Ground Hammer and "Gotta's" Grab have been slightly modified, and Highlow Dash move is a deadly complement to the RUN button.

## KANO

Kano's Rolling Attack is back, as well as his deadly Knife projectiles. He has a new close move that's similar to Jax's "Gotta's" in which he grabs you and shakes you, and he can also fire a red laser beam from his eye.



**GRAB & SHAKE**  
From, Back/Forward, Forward,  
LOW PUNCH



**KNIFE SWIPE**  
Down, Back/Forward, Forward,  
LOW PUNCH



**KNIFE THROW**



**BICYCLE KICK**  
Charge LOW KICK for three seconds, release



**FLYING KICK**  
Forward, Forward, HIGH KICK



**FIREBALL**  
Forward, Forward, HIGH PUNCH

## LIU KANG

Liu Kang is back, and he's played by a mysterious new actor with longer hair. His charged Bicycle Kick is back, as well as all three of the "Forward Forward" moves he's famous for: the Flying Kick and the High and Low Fireballs.

## SONYA

The new Sonya, Keri Hawkins, can do the Ring Toss and Square Wave Fight just like her predecessor in the original *Mortal Kombat*; she's also learned a diagonal uparcut Bicycle Kick that's one of the coolest moves in the game.



**UPARCUT BICYCLE KICK**  
Back, Back, Down, HIGH KICK



**RING TOSS**



**SCISSOR GRAB**



**CLUB SWIPE**  
Forward, Back, LOW PUNCH



**CLUB THROW**  
Back, Forward, Forward, HIGH KICK



**GRENADE TOSS**

## STRYKER

A riot cop who got sucked through the Portal when the *Mortal Kombat* universe reached the Earth, Stryker may pose the martial-arts type, but he sure has some cool moves to make up for his non-traditional appearance.

## CYRAX

The flesh-and-blood Ninjas may be a thing of the past, but the new **Cyrax** Ninjas have arrived to pick up the slack. Cyrax is a yellow robot who was originally code-named "Mortard" in early beta versions of MK3.



**CHEST BOMBS**



**GREEN NET**  
Down, Back, Low Kick



**TELEPORT**



**AIR FREEZE**



**ICE DUPLICATE**



**SLIDE**



## SUB-ZERO

Though his mask is gone, his face bears a scar to remind us of his **Ninja** heritage. New moves include the ability to freeze his opponent from the air as well as creating a deadly ice duplicate of himself.

## SEKTOR

The red CyberNinja, Sektor was called Ketchup before his final name was chosen. Watch for his teleport move, as well as the heat-seeking missile he fires from his chest. You can block it, but only after it follows you around for a bit.



**MISSILE**  
Forward, Forward, Low Kick



**TELEPORT**  
Back, Forward, Forward, Low Kick



**ROBOT ARM THROW**



**TOMAHAWK**  
Down, Back, Forward, Forward, High Kick



**BOW AND ARROW**  
Down, Back, Back, Low Kick



**GREEN DASH**

## NIGHTWOLF

For a character who has been described as a "non-traditional Indian," he certainly has all the trappings of one. And so...he wears feathered war paint, swings a battle-axe, shoots arrows...can deliver a **Solo Fatality**.

## SHEIVA

MK creators Boon and Tobias wanted to give players the opportunity to control a four-armed mutant character like Goro or Kintaro, and here she is! She even does the Teleport/Storm move just like her brothers.



**TELEPORT STORM**  
Down, Up (lightly)



**FIREBALL**  
Down, Back, Forward, Forward, High Kick



**VICTORY POSE**



**TELEPORT**  
Down, Up (lightly)



**AIR KICK**



**HAT THROW**

## KUNG LAO

Played once again by Anthony Marquez, Kung Lao was considered by some players to be the most powerful and versatile character in **Mortal Kombat 3**. This time, he's equipped with all the same moves, including the deadly **Hat Throw**.

## KABAL

This Sundanese holds his scarred face behind a mask. He can swing hooked swords as well as fire a purple fireball at his opponents. His Dash move can spin his opponent into a Tai-Tai tornado, leaving them wide open for an attack.



**PURPLE FIREBALL**  
Back, Back, High Kick



**SWORD SWIPE**



**SWORD THROW**



# FATALITIES

**H**aving learned a lesson from the early leaks of information about *Mortal Kombat 3*, the designers of *Mortal Kombat 3* have been extremely tight-lipped about fatalities, Friendship moves, fatalities and yes, even fatalities in the new game. At the ACME show we watched in stunned silence as...

Boon went for only the edge of... practice. He fell...and fell...and fell...right into the sharpened teeth of the circular saw that spins at the bottom of the new Ph III stage! We were not allowed to take any footage of the game, so consider yourself lucky that we were able to get still photos of two very special finishing moves...

## KANO - SKELETON REMOVAL



As the screen fades, Kano reaches into his opponent's mouth...



...pulling out Shieva's perfectly-formed skeleton...



...as her skin shell slumps to the ground!

## STRYKER - BOMBS AWAY



First Stryker scraps a bomb to Kung Lao's chest.



He steps away and holds his ears...



BOOM! The screen is filled with a spray of guts.

## SECRET CHARACTER?



As we played the game over and over, learning new moves and discovering some of the secrets of *Mortal Kombat 3*, we noticed something interesting on the character-select screen. Every once in a while—a long while—the dragon panel in the center of the screen would quietly flip over to reveal a picture of a third Cyber-Ninja...then, just as suddenly, it would be gone. Could this be a hidden controllable character?

## THE WRATH OF MOTARO



Word on the show floor was that *Mortal Kombat 3* features a boss character so unique and unbelievable that all other fighting game characters would pale in comparison. Having fought the monster ourselves, we'd have to agree! Motaro is a fantastically hideous creature with a goat-like head, the torso of a man, the body of a horse and the tail of a dragon. It's the embodiment of all of the elements that make *Mortal Kombat* a legend for the '90s; skillfully animated, it invokes the same freakish mythological overtones as every Ray Harryhausen movie you've ever seen.

Best of all, the sounds of Motaro's absolutely inhuman shrieking will not be easily forgotten by anyone who has been lucky enough to face him...er, it. Go to the arcade now and be ready to catch your jaw when it drops.

# T-H-E C-O-D-E-S



**H**erein lies the key to the continued success of *Mortal Kombat 3*. In a two-player game, a row of six boxes can be seen at the bottom of the match-up screen that appears just before a fight. Player 1 can change the first three boxes with the **LOW PUNCH**, **BLOCK** and **LOW KICK** buttons; Player 2 can do the same for the last three. Each box can display any of ten different symbols, to cycle through the different symbols, you must press the appropriate button repeatedly until you see the symbol you want.

If your math skills are decent, you've probably figured out that there are one million combinations of symbols that

can be set at this screen. Some of those combinations unlock hidden features within the game. Players can be handicapped, throwing can be disabled, blocking can be disabled, or you can fight in complete darkness (the lights come on momentarily when one of the fighters is hit)—these are just a few of the codes which we know to exist.

There may be hundreds of codes waiting to be discovered, and they have been circulating since before the game was released. Did you see the symbols scribbled on the MK3 ad in our May issue? Write it down and test it out; that was an actual working code. Midway is steadily taking these secret codes through dozens of different

methods. The MK3 TV commercial includes a code. The *Mortal Kombat* movie will include codes. The *Mortal Kombat* animated video will include codes. Even the *Mortal Kombat* live stage show will be giving away coded notes! When you see a code in which one of the symbols is represented by a circle with a number inside it (e.g. #7), one symbol is still a mystery; in other words, enter the code repeatedly and change the symbol in this position each time until you find out which symbol unlocks that particular code. Is this a sneaky way to get more quarters out of players' pockets, or is it the most clever video game marketing gimmick of the '90s? We happen to think it's both.



Instead of setting **Throw** and **Low Punch** as in MK2, the **Throw Disable** feature is now activated with this secret code.



Ed Boon used this code at the SIGNS show. What does it do?



Check out the button "cycling" on the right. Could that be another code?

## THE PRESS CONFERENCE



Dangerous line-up—Left to Right: John Vogel, Dave Micichich, John Tobias, Ed Boon, Tony Goskie, Steve Beran.

Midway held a press conference at the ACME show to handle the dissemination of *Mortal Kombat 3* information. The game's entire development team (with the exception of sound designer Dan "Fancy" Fordin) was on hand to answer questions about the game and the upcoming barrage of MK novels. The following are a few of the most interesting comments from the mouths of the men who made *Mortal Kombat 3* happen:

"We're trying to treat this game a lot differently than we treat our other games."

—Ed Boon on how MK3 will be marketed

"We had about 60 kids standing in front of a blank screen and that's a bigger crowd than *Mortal Kombat II* had with a board!"

—Ed Boon, referring to a MK3 test machine set up in Chicago without a circuit board

"I think after playing MK3, you just can't go back to anything else. Even *MUGI* feels a little old!"

—John Tobias on the differences between MK3 and its predecessors

"We read the Internet, [but] we don't actively post. Some of the best suggestions come from the

players and we do listen to everybody. The purpose of a test game is exactly that: to make it as good as we can before we go into production. If anyone on the Internet says something constructive, we read it and discuss it. We take them very seriously."

—Ed Boon on Internet feedback to the MK series

"People complained that the game was too defensive, where it's actually an advantage to wait for the other person to do something and then [respond]. A winning game, so to speak. Our answer to that is the **RUN** button."

—Ed Boon on MK3 strategy



# GEX



## THE WORLD'S FIRST TRUE 32-BIT MASCOT

**T**he 32-bit world is in desperate need of a hero. A mascot that will save the day. A tough guy. A man. Maybe even a little green thing. Say hello to Gex! This obnoxious green gecko lizard debuts on the 3DO this month and will soon be available for the Sega Saturn and Sony PlayStation. Not only does Gex take advantage of the power of the 3DO, it's a blast to play. The control is so smooth it plays as well as the best platform games like *Super Mario Bros.* and *Sonic*. Get ready to play what is sure to become a classic 32-bit game.





# INTERVIEW WITH GEX™ PRODUCER

**L**yle J. Hall II began his games career as a producer at Virgin Games. There he worked with David Perry (the creator of *Earthworm Jim*) on various 16-bit projects. After that Lyle moved on to Crystal Dynamics and his first project was to

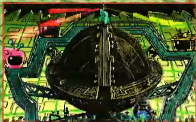


Gex can move his tail like no other. Get some you little gecko, get some!

create a great platform game on 32-bit for the 3DO. Gex was 18 months in the making from concept to final game. Lyle was there from the beginning directing the efforts of a team of over 15 people—artists, animators and programmers who put their lifeblood into this thing. While still furiously slaving away on the final version of the game, Mr. Hall took a few precious minutes of his day to speak with VIDEOGAMES to discuss the making of a game that is set to take the stage as a winner in the action game category.



He jumps, he crawls, he clings to walls—and he's not even radioactive!



The otherworldly areas Gex travels through are filled with hidden surprises.

Were there any other cute animals that were considered as the primary character for this game? Yes. We weren't ever going for the cute and cuddly vision; we wanted something cool. But oxen do not seem to move with the same fluidity as a little green lizard.

Any plans to team Gex up with a female companion? Could be.

What games did you look to for inspiration? My favorites are games like *Super Mario*, *Kirby*, *Sonic* and *Contra III*.

*"We weren't ever going for the cute and cuddly vision, we wanted something cool."*  
—Lyle Hall,  
Gex game producer

How different is this, the first real 32-bit platform game, from its earlier, 16-bit counterparts? There are some similarities and some differences. We used the most fun mechanics and gameplay from 16-bit as our building blocks and added as many twisted 32-bit things you just can't do on 16-bit into Gex.



Lyle Hall is the game producer who gave Gex life.

Continued on Pg. 46



Gex is really obnoxious. That's because his voice is provided by HBO comedian Dana Gould. There are over 450 voice samples in the game. Each level begins with Gex saying something completely different and sometimes really weird.

*Months were spent tweaking the control on this game and it really has paid off—is there anything you can tell me about exactly what it was you were trying so hard to improve?*

We weren't trying to improve the game, we were perfecting it. We worked on subtle things like jump height, jump distance, walking and running speed, collision detection, response to D-pad movement, combo moves, etc...

*How different will the Sega Saturn and Sony PlayStation versions be?*

Each will maximize the hardware abilities of each of the systems. The Saturn is designed to do some nice parallaxing. There will be more sound and music plus some new voice samples from Dana Gould. Plus each will have different secret levels.



You'll get to hear the Gex theme song only if you successfully complete the game. The first verse goes something like this:

"Bad green,  
But he ain't mean  
Cool Shades on a fightin' machine  
Killer Tail and spittin' fire  
He's a wizard of a lizard  
Killer Gecko for hire!"

*What will the new levels be like?*

Well, I can't say much at this point, but we cut a few things out of the 3D0 version that I would like to see in other versions. Each one will be different because we want gamers to get real value when they get any of the Gex games. You can definitely count on the sci-fi world with Gex doing a lot of Captain Kirk imitations. The sci-fi world is influenced heavily by the science fiction films from the forties and fifties.





ONE MUST BE OF PURE MIND  
AND HEART TO VANQUISH THE  
WARLOCK'S EVIL MASTER!

"Part strategy,  
part action! Warlock  
conjugates an unbeat-  
able spell!!!"



ENTER THE ARENA AND DO  
BATTLE AS A FIERCE MINOTAUR!



DEFEAT THE UNDEAD  
AND YE SHALL BE  
ALLOWED TO PASS!



BEWARE DEMONS  
DEEP WITHIN  
THE DUNGEON'S  
BOWELS!



SURVIVAL  
DEPENDS ON  
MASTERING  
MANY SPELLS!



HAUNTING MELODIES  
STIR UNHOLY  
APPARITIONS!

"Bored of just playing  
roles... Warlock delivers  
horrific  
action!"



AVOID THE WINGED  
DRAGON'S FIERY BREATH!

# WARLOCK™

BEWARE THE ULTIMATE EVIL!

BASED ON  
THE HIT MOVIE!

The once in a millennium  
confrontation is  
upon you! Using  
the powerful spells  
and potions entrusted to you  
by your Druid ancestors, battle  
gargoyles, the Undead, fire-  
breathing dragons...and if you survive, the  
all-powerful Warlock! Combining strategy,  
intuition, and sorcery, you must be the first to  
locate six ancient runestones and save all creation  
from unraveling! Afraid? He already knows that.



The evil unfolds... (516) 624-9300



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entertainment, inc.



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(GO WARLOCK)

GET TO KNOW YOUR ENEMY  
THROUGH GAME CLIPS, SOUND BYTES,  
SCREEN SHOTS AND MORE IN THE  
WARLOCK: EVIL ON-LINE PROMOTION!

CIRCLE #110 ON READER SERVICE CARD.

## PLAY THE CLASSICS ON CD-I

Regular readers of VIDEOGAMES magazine may have noticed that recent coverage of CD-I games proves there's more to this system than Sandy's Circus. Hot titles like *Burn Cycle*, *Chaos Control*, *Mad Dog McCree*, *Wacky Golf*, *Voyeur* and *Kether* are just some of the best of the CD-I game library. Check out some of these classic titles that have just returned to store shelves in new packaging and at attractive prices, some as low as twenty bucks!

—Chris Gore



### ABC SPORTS PRESENTS THE PALM SPRINGS OPEN

(American Interactive Media/Fathom Pictures)

*Palm Springs* features photo-realistic graphics, digitized golfer animations and crisp CD sound. It's the only golf game I've seen that contains something I've always associated with televised tournaments: that trademark whispering commentary. The hushed remarks from the serious narrator are almost laughable at times and truly add to the enjoyment of this game. The narrator makes obnoxious remarks like "You think you're taking up croquet," or "Everyone has a favorite club, that one must not be his." The CD sound is what makes this golf game superior to others. *Palm Springs Open* faithfully recreates the subtle tension associated with televised tournaments as well as the beautiful scenery of the green. Simply, a great golf title.

### LINK: THE FACES OF EVIL • (Animation Magic, Inc.)

Yes, this is the Nintendo character! Link is back on CD-I. This RPG contains lots of platform action. Ganon and his minions have seized the island of Korde and imprisoned Zelda. And, of course, only Link can defeat Ganon. Choose the land you wish to visit from your handy map and take your chances against the minions of evil. There are 70 playfields and 90 characters to talk to; this game is huge. All of the characters in Link speak with recorded dialogue as well as accompanying animations that really make this an RPG worth playing. The CD music and effects sure make Link's sword sound great when slicing through enemies.



## ROLE-PLAYING

### ZELDA: THE WAND OF GAMELON

(Animation Magic, Inc.)

King Harkinian vanishes on a mission to save Gamelon and Link goes to the rescue. Soon Link goes missing and it's up to Zelda to save the day. This girl kicks butt when it comes to confronting evil pigs, drossed dodongos, floating Ghinis and pinching Gohma. Zelda's "smart sword" will not harm anyone who's friendly; it just makes them talk. This sequel also features 70 lands to explore and 90 characters to speak with.



### LASER LORDS • (Philips Interactive Media)

An outer-space RPG/sci-fi game that takes you across the galaxy on a quest to awaken Zev and save the universe. There are seven alien worlds rendered with beautifully crisp graphics. All the weird clay-animated aliens you encounter will speak to you in recorded dialogue. The full-motion video clay creatures add an eerie feeling to the game. One particularly unsavory alien decapitates a human and eats his guts. It's actually really cool. Beam down to planets and check 'em out, platform-game style. Each of the seven worlds contains lots to explore and a host of clay-animated creatures to talk with. The interface is simple and easy to pick up for those not familiar with RPGs (like me). Vanquish the Star Lord Serpendon and destroy the Vocal Implosion Engine. A completely original approach to the RPG genre and a great sci-fi story.

# SPORTS

## VIDEO SPEEDWAY • (ISG Productions)

Choose from a wide selection of rendered vehicles. The options are plentiful but the actual control of the vehicles is rather weak. Up to four people can race on ten tracks from around the world. Live video instant replays add to the action. Race at speeds of up to 300 m.p.h. Choose from Formula 300, Formula 1 and a selection of go-karts. This title is not just a game, it also teaches you about the sport of professional racing itself.



## PINBALL • (Capitol Disc Interactive)

Choose from four different pinball machines. *Cyber Ball* is robot-themed, *Dog Fight* contains planes from World War I, *Spring Break* is filled with beach babes and surfer dudes, and *Madtown* is a nuclear wasteland. The ball moves at turbo speed and reacts like a fast pinball should. The sound clings like a fully-functional arcade machine; all that's missing is a smoky atmosphere with bar patrons. Each machine is cleverly designed with the *Spring Break* machine containing some truly hilarious beach antics. Pinball for CD-i beats Real Pinball for 3DO hands down.

# ARCADE

## TETRIS

(Philips POV Entertainment/American Interactive Media)

Let's face it, Tetris on any system is, well, Tetris. The gameplay is the same from the arcade version, to the Game Boy, to the NES, to the Super NES and the CD-i version. Now imagine playing Tetris with crisp, colorful blocks, full-motion video graphics running in the background and relaxing Russian music coming from the CD. Progression through each level means new music and landscapes for the FMV backgrounds. Tetris is such a simple game it's not likely to improve even when it comes out for the Ultra 64, but—graphically speaking—Tetris for CD-i is the superior version currently available.



## BATTLESHIP

(Capitol Disc Interactive)

Remember the classic Milton Bradley electronic board game? The TV commercial for the game from the seventies ended with the memorable phrase, "You sunk my battleship!" Get ready for the virtual version. *Battleship* gets you in the mood quick as military music and a collage of black-and-white World War II photographs start the game. Full-motion video war footage runs in the corner of the play screen as you plot your moves. You'll see a rotated war scene each time you fire at a target; if you hit empty water, the FMV will display footage of an explosion in the water. Hit your opponent's battleship and you are treated to a satisfying shot of the ship blasting to pieces. Each *Battleship* piece is familiar because they're taken from the original game—from the tiny tugboat to the aircraft carrier, they're all here. The war sound effects and music are amazing. This isn't *Battleship*...it's all-out war!

# CLASSIC BOARD



## CONNECT FOUR • (Capitol Disc Interactive)

Another classic Milton Bradley game comes to CD-i. *Connect Four* caused many an argument between siblings across America. Trust me, I know because I was one of them. The game is simple but it's not easy. Simply connect four chips of the same color in a row horizontally, vertically or diagonally. Sounds easy? Think again. Playing the computer in novice mode actually proved to be a challenge. (Shows you what I know.) The graphics are 3-D-looking with sound so good you'll be convinced that the actual hard plastic game is in your living room. Two-player *Connect Four* against a friend is an absolute blast.

# COMPARE

CD-i

3DO

Sega CD

## GRAPHICS ON CD-I

The CD-i version of *Mad Dog McCree* displays perfect video with the use of the digital video card. The 3DO version is choppy and the Sega CD version looks like mud.



While you're wading  
through all the crap  
concerning who's got  
the "next" ultimate  
game box, 3DO  
would like you  
to consider two  
important  
facts:

WE'VE GOT THE  
HARDWARE.



**BEST GAME SYSTEM OF 1994**

*MIAMI HERALD, DECEMBER 1994*

**BEST OVERALL GAME SYSTEM/BEST AUDIO**

*LOS ANGELES DAILY NEWS, DECEMBER 1994*

**EDITOR'S CHOICE AWARD  
—1994 BEST GAME MACHINE**

*ELECTRONIC ENTERTAINMENT, MARCH 1995*

**THE ULTIMATE SYSTEM OF CHOICE**

*PHILADELPHIA DAILY NEWS, DECEMBER 1994*

**BEST SYSTEM OF 1994**

*DIE HARD GAME FAN, JANUARY 1995*

**#1 BEST PRODUCT OF THE YEAR**

*TIME MAGAZINE, JANUARY 1994*

**BEST OF WHAT'S NEW**

*POPULAR SCIENCE, DECEMBER 1993*







Agent Dynamics  
in heights on the  
packed with 3,000  
or 18 alien races.

13" ReadySoft  
ent from the evil  
ruler Dr. Nero  
is cunning  
using fully-  
dramatized sound  
and animation.  
less than the  
version.

ons Inc.  
ed with weapons  
mp dungeons  
rly members of  
this Advanced  
ons game de-  
the 3D0 system.



ts Japan  
includes a  
40, and a  
World Cup  
systems



**Kingdoms: the Far Reaches™** Antipope  
An evil wizard has the Five Kingdoms in the  
grasp. The only hope is for Lorkin, last of  
the August Kings, to recover the broken  
pieces of a lost amulet and defeat Lorkin.  
This fully animated adventure of epic pro-  
portions was created for the 3D0 system.



**The Dandelion Encounter™**  
Awareness Software  
Find in the challenge of this 4-CD, sci-fi  
adventure, with over two hours of live  
action video and three levels of difficulty.  
Don't settle for less than the full 3D0  
version of the hot game.



**Dragon Lane™** Mindscape  
Your father has been murdered by the evil  
knight. You are estranged, angry, and now you  
must take up the sword, shield, mace, and  
attle-ax to defend your homeland in this epic  
3D0 adventure.



**Last Edge™** Virgin Interactive Entertainment  
On another Earth, in another time, where dinosaurs speak and the air is charged with  
magic, the old ways have broken down. One choice stands between Eden and  
extinction—you must learn the secrets of the citizens. Enhanced for 3D0 systems.



**Rhoadout: The People's Party™** Studio 3D0  
Coming to you from the heart of recently-liberated Eastern  
Europe, it's a chance for you and your comrades to compete  
head-to-head to win cold, hard, capitalist cash. Roaringly  
lively and a great party game. Only available for 3D0 systems.

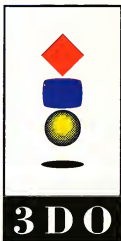
**Phoenix 3™** Studio 3D0  
Goleerth is under attack by alien invaders—it is  
all planetary defenses were dismantled centuries  
ago. You must locate pilots, find hidden ships  
from millions past, and counterattack to save  
your planet. This chronicle adventure is only avail-  
able for 3D0 systems.



**Panzer General™** Strategic Simulations Inc.  
After blowing the criss away, this award-  
winning strategy mega-hit invades the 3D0  
platform. In addition to the campaign game,  
you can play over 35 progressive scenarios  
independently as either the Allied or Axis side.



**MYST™** Cyanide Software  
Completely immerse yourself in a fantasy world  
that is brood in scope, subtle in detail, and  
smoothly presented on 3D0 technology. Your  
search through this skewed world will so consume  
you that outside distractions will disappear.



**Cyberia™** Interactive  
In the year 2027, a long lost  
piece of Soviet technology  
becomes the ultimate dooms-  
day device in this action/  
adventure on the cutting edge  
of video gaming. Music and  
sound effects by Thomas  
Dolby's Headspace.



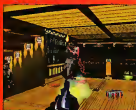
▲ **The 7th Guest™** Virgin Interactive Entertainment  
Twelve times the size of its highly acclaimed  
predecessor, and much more terrifying.  
Play the best version on your 3D0 system.



#### Killing Time™

Studio 3D0

You are trapped in a horri-  
fying first-person passage  
through unspeakable  
evils in a 3D world. Slip  
through crooked hall-  
ways, speak to the video-  
real shades of past resi-  
dents, and kill or be killed  
as you solve the mystery  
of Maritius Isle. A 3D0  
exclusive.



▲ **Alone in the Dark II™** Acropolis  
The bigger, better, faster sequel to the  
award-winning Alone in the Dark. Enjoy  
the finest version on your 3D0 system.



▲ **Space Hulk™** Electronic Arts  
The bloody alien vs. space marine battle  
continues in a first-person perspective  
strategic assault. All new version only  
available for 3D0 systems.

GOT  
E  
WARE.  
WE  
GOT  
T.  
THEY  
DON'T.

#### Flying Nightmares™ Denmark Software

Based on the elite "Flying Nightmares" Marine  
Harrier squadron, this game really pushes the  
envelope of CD technology. Fly the finest com-  
bat flight simulator on any platform.



▲ **Road & Track™** Presents  
**The Need for Speed™** Electronic Arts  
Road & Track, the premier automotive  
enthusiast magazine, and Electronic Arts  
bring you the most advanced racing simu-  
lator ever for 3D-be CD-ROM physics.  
Revolutionary 3D graphics, Dolby  
Stereo sound, and a painstakingly  
accurate physics model.



▲ **Road Rash™** Electronic Arts  
You knew it as the #1 racing/combat  
series for 16-bit, but you haven't seen  
Road Rash until you've played the  
award-winning 3D0 version—packed  
with music and videos featuring A&M  
Records' hottest alternative bands.



#### Star Wars™ Rebel Assault™ LucasArts Entertainment

Take control of any of four Star Wars vehicles  
in a variety of challenging piloting, targeting and  
combat scenarios in the first LucasArts game made  
exclusively for CD-ROM.



#### Shock Wave™ Invasion Earth 2010

Electronic Arts

The most intense 360° 3D flying combat  
action ever seen—only on the 3D0 system.  
Use futuristic weaponry to defend Earth's  
cities from the alien menace.



#### Demolition Man™

Widely hailed  
interactive  
Starring Sylvester



▲ **Star Wars™**  
Panic  
Expe-  
here  
only  
3D0



▲ **Supreme Warrior™**  
Imagine you are a k  
fighter in a world re  
and colossuses—o  
it's real, 100% real v  
3D0 systems.



▶ **PD-ad Any Chance/** PD-ad submerges you in a fully-rendered 3D world and presents over 40 levels of the most exciting, realistic and intriguing first person gaming experience ever available—only on 300 systems.



**Helt: A Cyberpunk Thriller™** Star Trek Hellsprawl meets high technology in this instantly classic cyberpunk thriller starring Dennis Hopper, supermodel Stephanie Seymour, Grace Jones and Geoffrey Holder. The best version is the 300 version.



**High Impact™** The Entertainment Weekly video game experience ever by Stefano and Wesley Snipes.



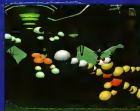
**Return Fire™** Prologic Publishing Launch your helicopter, armored support vehicle, tank or jeep to destroy your opponent and capture his flag in this award-winning 300 exclusive. One or two players. ▶



**Super Street Fighter II Turbo™** Capcom Software Experience the ultimate arcade action... in your home! This is the latest and hottest version—available in finer arcades, and as your system.



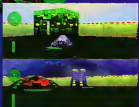
**Ballz™** Panasonic Software "The Director's Cut"—not for the faint hearted and only available on 300 systems. Ballz is the outrageous brawl for all that takes fighting games to a whole new dimension! Unparalleled control lets you pummel and mortify your opponents in true 3D combat.



▶ **BladeForce™** Studio 300 Match your 300 flying skills, weapon proficiency, and cunning against the evil crime lords of futuristic 30 cities. Your experimental BallPak flight suit gives you complete 300° freedom of movement, and it only runs on 300 systems.



▶ **Primal Rage™** LG Software The arcade version comes to your home. All the hidden features and characters of the coin-op smash hit. Coming this fall to a store near you.



▶ **BattleSport™** Studio 300 30-ton battle tanks go one-on-one in the most ruthless 3D arena combat sport since the Roman gladiators. Bring a blistering array of high-tech weaponry to bear against the league's vicious competitors, or take on a friend in a personal grudge match. Only on 300 systems.



▶ **Samurai Shodown™** Crystal Dynamics All the carnage-intensive graphics of the original arcade *Samurai Shodown*, including the freakin' blood. All the brutal game-play. All the weapons. All the fun. Hack away on a 300 system.

To find these or **200** titles (That's right. Two with two zeros.

Two times one hundred. Any way you slice it, more than they got.) available on the 300 system, see your favorite retailer. Or to order direct, call **1-800-336-3506**.

OR, for more information about 300 products, look us up on the Web: [www.3do.com](http://www.3do.com)



We've got the most  
advanced gaming system on  
the planet.

We've got over 200  
woody-inducing titles to  
play on it.

We've got industry awards  
coming out our wazoo.

And you know what?  
It's all here. Right now.  
Not next month. Not "coming  
this fall."

**We Got It.  
They Don't.**

It's as simple as that.



Go out and get it.

# PREVIEW

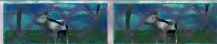
**Available:** Late 1995  
**Price:** \$149.95 (with pack-in)

## SYSTEM SPECS

10 Custom Processors  
 Bus Bandwidth: 520 Mbytes/sec  
 130 million pixels/sec rendering speed  
 1 million polygons per second  
 730K polygons per second with 38 instances  
 CPU: Power PC 604  
 Speed: 60MHz, 168C  
 InstructionSet: caches: 8-Kbyte total (256K/32K)  
 Floating Point Math Capability: 132 MFLQPS  
 (Million Floating Point Operations per Second)  
 Video Memory: 32MRAM, 32MB, 64 MB  
 Bus: 64-bit  
 Video: external display system  
 Graphics Resolution: 640x480 and 320x240x24  
 or 16-bit color depth  
 Full Motion Video: MPEG-1 video built-in  
 MPEG engine supports JPEG decompression

# 3DO M2 Accelerator

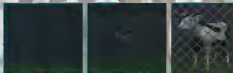
The M2 accelerator is a peripheral that attaches to your current 3DO system to upgrade your player to 64-bit specs. All of your old 3DO games can be played on the system, as well as the new 64-bit M2 games. Eight to ten new games that specifically take advantage of the upgrade will be available at the M2 launch. In addition, a few half-price ports will also be available. No specific games have been announced as of yet, but *Mortal Kombat III* seems like a logical choice.



On the left is an image of a cow one would expect to see on a 32-bit system. The cow at the right has been rendered with 3DO's 64-bit M2 technology. M2 features unique filtering and mapping capabilities that smooth the appearance and texture of an object as the "camera" moves closer or farther away from it.



This close-up demonstrates M2 technology's texture-mapping capabilities enhanced with filtering. Even close-up, this polygon-rendered dinosaur eye and skin maintain their clarity without pixilation.



In these examples of exponentially calculated fogging created by M2, the opacity of an object varies based on its distance from the "camera." Much like you'd find in nature, the object comes into view as you move closer to it.



# PREVIEW

## Legacy of Kain Blood Omen

### Saturn

**Publisher:** Crystal Dynamics

**Developer:** Crystal Dynamics

**Size:** CD

**Players:** 1

**Available:** Fall

**Comments:** A vampire game with a twist, Crystal Dynamics' *Legacy of Kain: Blood Omen* is also planned for release on Sony's PlayStation platform before year's end.

In *Legacy of Kain: Blood Omen*, the title character is a reluctant vampire who has to suck the blood of unassuming victims in order to survive. The game takes place against a gothic background in the world of Nosgoth. Kain can morph from vampire to wolf to mist forms. As a vampire, he feeds; as a wolf, he can traverse rugged terrain quickly; in his mist form, he can slip through doorways. *Blood Omen* includes 25 minutes of 3-D full-motion animation and over 20 hours of voice-overs.



Plenty of spells and weapon power-ups aid Kain through his mission of vengeance.



*Legacy of Kain: Blood Omen* will also include real-time arcade-style combat with lots of blood.



The player controls an on-demand camera zoom.



## SOLAR ECLIPSE

# PREVIEW

### Saturn

**Publisher:** Crystal Dynamics

**Developer:** Crystal Dynamics

**Size:** CD

**Players:** 1

**Available:** Summer

**Comments:** *Solar Eclipse* will be one of the first Saturn titles released by Crystal Dynamics, followed by *Legacy of Kain*, *Dragons of the Square Table* and a basketball and baseball game.

Not to be confused with Crystal Dynamics' popular 3DO title *Total Eclipse*, *Solar Eclipse* enters the high-end software market as the first 3-D shooter for the Saturn to include full-motion video. Various missions will send players into caverns, asteroid fields, the far reaches of outer space and onto other planets to destroy enemy ships with an array of firepower. *Solar Eclipse* features 3-D textured mapped graphics and an FMV com-link communications apparatus to keep players attune to their missions.



*Solar Eclipse* stars Claudia Christian of the TV series *Babylon 5*.



*Solar Eclipse* boasts a high frame rate.



Over 40 minutes of full-motion video and animation.

# PREVIEW

## Arcade

**Publisher:** Capcom

**Developer:** Capcom

**Size:** N/A

**Players:** 1 or 2

**Available:** Summer

**Comments:** *Street Fighter Legends* will resurrect characters from the original *Street Fighter* game and from *Final Fight*. Home versions are sure to follow....

# STREET FIGHTER LEGENDS

It's the arcade game you've been waiting for—the next edition in the *Street Fighter* series. No, it's not *Street Fighter III*; it's actually titled *Street Fighter Legends* (or *Street Fighter Zero* in Japan). And it's going to hit the arcade like crazy, complete with characters from the original *Street Fighter* game and also from Capcom's *Final Fight*. You'll find some sexy "new" characters with new moves and some new wacky backgrounds. Remember the mohawked punker, Birdie? Wait'll you see his new '95 moves!



Adon vs. Birdie—the *Street Fighter* legend lives on....



Fans of the original game will be surprised to see the return of Ryu's red hair!

# PREVIEW

## Saturn

**Publisher:** Capcom

**Developer:** Capcom

**Size:** CD

**Players:** 1

**Available:** December

**Comments:** The *Street Fighter Interactive Movie* game (not yet officially titled) will also be released for Sony's new PlayStation machine as well as for the 3DO platform.

# STREET FIGHTER INTERACTIVE MOVIE

The *Street Fighter Interactive Movie* game (not yet titled) is based on the Japanese animated film, *Street Fighter*. The pictures you see on this page comprise preliminary footage for the game for all three systems: Sega Saturn, PlayStation and 3DO. As the phrase, "interactive movie" would indicate, players will be able to control scenes and characters from the actual movie. Those *Street Fighter* fans who've not seen the animated film, as well as those who have, will surely enjoy this presentation of the footage.

Blanka sinks his teeth into a hearty Zangief battle.



Chun-Li defends herself!



# STREET FIGHTER THE MOVIE

*Street Fighter: The Movie* will soon hit the arcades and then be released for both the Sega Saturn and the Sony PlayStation. The game features digitized actors from the feature film, including Jean Claude Van Damme as Guile, the late Raul Julia as M. Bison, Ming-Na Wen as Chun-Li, Kylie Minogue as Cammy, Byron Mann as Ryu, Damian Chapa as Ken and Wes Studi as Sagat. The game features more than 14 new characters altogether and 50 all-new moves.

Who is the mysterious Blade?



Here's Cammy slamming Bison in his own lair.



That's Vega diving in with a kick; remember, he's called Balrog in Japan.

Ryu's powering up for a Bison-busting fireball.



# STREET FIGHTER THE MOVIE

You'll be glad to know that *Street Fighter: The Movie* will include signature *Street Fighter II Turbo* moves, as well as 50 all-new action moves and multi-hit combinations. So you'll be able to perform Chun Li's lightning kick and Ken's fireball. The game features over 12 varying movie footage backgrounds with texture-mapped graphics. *Street Fighter: The Movie* should prove an interesting game simply because its strange evolution—a game based on a movie based on a game.



Captain Sawada finally appears as a playable Street Fighter.

Chun-Li's Lightning Kick looks just like it did in *SFII*.



Ryu tries to stop Cammy's Torpedo with a super move.



Jean-Claude Van Damme and Raul Julia duke it out.

## PREVIEW PlayStation

**Publisher:** Capcom  
**Developer:** GameStar  
**Size:** CD  
**Players:** 1 or 2  
**Available:** September

**Comments:** GameStar is a Chicago-area division of Capcom; the company is also responsible for the soon-to-be-released arcade version of *Street Fighter: The Movie*.

## PREVIEW Saturn

**Publisher:** Capcom  
**Developer:** GameStar  
**Size:** CD  
**Players:** 1 or 2  
**Available:** September

**Comments:** A source at developer GameStar insists that *Street Fighter: The Movie* is "...the most realistic two-player, one-on-one fighting game ever!" We'll see.

# PREVIEW

## Jaguar CD

**Manufacturer:** Atari

**Available:** Summer

**Price:** \$149.99

**Memory:** 790 Megabyte storage

**Comments:** This CD-ROM peripheral attaches to the top of the Atari Jaguar Interactive Multimedia system and plays CD-based Jaguar video games as well as standard audio compact discs.

The Jaguar CD, Atari's new compact disc multimedia peripheral, plugs into the top of the 64-bit Atari Jaguar and will come packaged with one CD game. The first titles available for the Jaguar CD player will include *Battlemorph*, *Blue Lightning*, *Highlander*, *Demolition Man* and *Creature Shock*. The CD's internal hardware includes the Virtual Light Machine (VLM), a graphics program developed by Tempest 2000 designer Jeff Minter; it displays light patterns on the screen in response to music played through the CD system.



### MORE FEATURES!

- Double-speed CD-ROM mechanism with a 352.6 KByte/second sustained data rate.
- Cinepak technology provides full-screen, true-color full-motion video and audio at 24 frames per second.
- Cartridge slot allows simultaneous access to cartridge media.
- Video CD full-length movies will be viewable with an optional MPEG full-motion video cartridge.

There are 81 different pattern settings available on the Jaguar CD's Virtual Light Machine.



*Battlemorph*



*Creature Shock*



*Highlander*



*Blue Lightning*



*Dragon's Lair*

# Fight for Life

# PREVIEW

## Jaguar

**Publisher:** Atari

**Developer:** Atari

**Size:** 4 Meg

**Players:** 1 or 2

**Available:** June

**Comments:** With the release of *Virtua Fighter* for the Saturn and *Toh Shin Den* for the PlayStation around the corner, it's not surprising that Atari has its own polygon fighting game.

Atari's answer to polygon-based fighting games like *Virtua Fighter*, *Fight for Life* features eight different 3-D rendered characters (all products of the motion-capture system) and over 190 moves. The moves are based on various forms of real-life martial arts, the most interesting of which is Capoeira, a Brazilian fighting style. All of the characters are dead, trapped between Earth and Heaven or Hell. Whoever wins the fighting tournament will receive his or her life back. (Now you know why the game is called *Fight for Life*!)



Play as any of eight dead but well-preserved characters.



You must defeat all of the characters to reach the final boss, the gatekeeper. Once you beat him, you've won your life back.



Kimura, Pog, Jenny, Lun, M.J., Muhali, Ian and Kara comprise the cast of characters.



Kick some 3-D, 64-bit butt.



Lun and M.J. duke it out.



# PREVIEW

## Super NES

**Publisher:** Malibu Games

**Developer:** Black Pearl

**Size:** 12 Meg

**Players:** 1 or 2

**Available:** Now

**Comments:** *Bass Masters Classic* will appeal to the 30 million bass fishing fans and 600,000 B.A.S.S. members all over the world. A Genesis version is also on the way.



*BASS Masters Classic* is a realistic 3-D fishing game created in conjunction with the Bass Anglers Sportsman Society (B.A.S.S. Inc.), the world's largest fishing organization. Players compete and place in four local, state and regional bass-fishing tournaments that lead up to the Classic. The goal is to catch the heaviest total weight of bass in tournaments held on five different lakes. In the game is a hidden contest that will send the winner to the real-life BASS Masters Classic event.



Go to the bait shop and select real bass fishing equipment, everything from bass boats to reels and lures.



Big ol' bass.

3-D animation and graphics.



Even the amateur angler can play.

# PREVIEW

## Super NES

**Publisher:** Malibu

**Developer:** Black Pearl

**Size:** 12 Meg

**Players:** 1

**Available:** July

**Comments:** *The Mask* game is based on New Line Cinema's feature film starring Jim Carrey as the wimpy bank clerk Stanley Ipkiss. It will also be available for the Genesis.

# THE MASK

An ancient mask fuses to Stanley Ipkiss' face and changes him from a shy guy to an indestructible superhero. You play as Stanley in *The Mask*, running at high speeds and jumping around all over the place. The game features lots of action, weapons and unexpected moves on the part of Stanley as well as his enemies. Many of the eye-popping special effects from the movie are duplicated in the game. There are seven levels altogether in this side-scrolling platformer as Stanley moves through Edge City.



Stanley gets it on.



Stanley finds weapons like this sledgehammer very useful.



Watch out for master mind criminal Dorian Tyral.

# MYST

## PREVIEW

### Saturn

**Publisher:** Sunsoft

**Developer:** Cyan

**Size:** CD

**Players:** 1

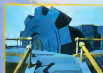
**Available:** September

**Comments:** *Myst* is already complete but won't be released until the Sega Saturn introduces itself to the American market; a PlayStation version is also on the way.

*Myst* for the Saturn is a conversion of the popular PC game originally developed by Cyan and is already available in Japan. The game takes place in a fantasy world created by a man named Atrus who has mysteriously disappeared. You make your way through this eerie world in search of Atrus. The game is very exploratory. You flip switches, look for messages, investigate secret panels, open passageways, solve puzzles, examine rooms—all within a photorealistic environment both beautiful and ominous.



The Isle of Myst.



You'll appreciate the well orchestrated music that accompanies the photorealistic visuals.



In the Game Gear version of *The Adventures of Batman & Robin*, Batman has to locate and free Robin, who's been kidnapped by the Joker and his cohorts. The game includes such familiar enemies as Mad Hatter, Mr. Freeze and Scarecrow, as well as the Joker. A lot of action in this side-scroller. If it proves to be as exciting as the Genesis version, Game Gear owners are in for a treat. The graphics and game play look comparably spiffy.

## PREVIEW

### Game Gear

**Publisher:** Sega

**Developer:** Clockwork Tortoise

**Size:** 4 Meg

**Players:** 1

**Available:** June

**Comments:** You may have already seen the Genesis version of *The Adventures of Batman & Robin*. If not, check out our review in the next issue of *VIDEOGAMES*.



Batman diggin' his bat costume.



Batman really misses Robin and gets aggro.



Play as Batman and rescue Robin.



Mr. Freeze's hideout.

# PREVIEW

## Genesis

**Publisher:** Accolade

**Developer:** Accolade Sports

**Size:** 24 Meg

**Players:** 1 or 2

**Available:** June

**Comments:** The game features extensive digitized speech from announcer Al Michaels which includes play-by-play and color commentary.



The new installment in the *Hardball* series, *Hardball '95*, will be a welcome addition to the very saturated genre of sports games. The quality of this game is very high, ranking up there with *LaRussa '95* and *World Series Baseball*. Stats abound, as does an eye for detail, making this simulator a must for fans. Every ballpark is individually created; look long and swing hard to get that ball over Fenway's Green Monster or appreciate the ivy-covered walls of Wrigley Field as you round first.



Each field is unique.



You'll find no replacement players here (even though it'd be nice to see them get their own game).



Pitch from behind the mound and bat from the plate.



Take a look at last year's stats and compare with the current ones.

# PREVIEW

## 3DO

**Publisher:** Crystal Dynamics

**Developer:** Crystal Dynamics

**Size:** CD

**Players:** 1 or 2

**Available:** June

**Comments:** Simulation fans take heed, there are no familiar faces in this game. However, if you're into the perspective of games like Konami's *Run & Gun* coin-op, look no further.

The first basketball title for 3DO. Big players, super dunks and excellent graphics make this a standout among round-ball games. It seems hard to control at first, but once you get the hang of it, look out. It's unfortunate that this game isn't sponsored by the NBA, but that'll seem trivial once you start playing. You can keep your season stats for these guys, anyway. The behind-the-backboard perspective does not detract from the game, nor do the size or the sometimes limited view of the court.



As in *NBA JAM*, there are some great dunks.



The graphics are crisp and smooth.



Pop out for a jump-shot.



You may not recognize the players, but the colors and courts are the same.

# WHITE MEN CAN'T JUMP

White Men Can't Jump was a mega-hit in the theaters, but can it make it on the Jaguar? That's what Atari is hoping. The game recreates the exciting world of street basketball by placing the player in control of a crack team of B-ball hustlers. Pick from different areas of the big city to play in and marvel at the 64-bit power slam dunks. White Men Can't Jump incorporates many features that'll wow Jaguar owners, including some impressive scaling. You're even allowed to smack around the other team. Very real.

## PREVIEW

### Jaguar

**Publisher:** Atari

**Developer:** High Voltage

**Size:** 4 Meg

**Players:** 1 or 2

**Available:** Summer '95

**Comments:** Cool as it may be, this game and *Brutal Sports Football* point out the need for big-league sports simulations on the Jaguar. Remember *Basketbrawl*? Didn't think so.



Select your court.



Swipe the ball and your opponent will be awed.



Punch that guy and take his butt out.



Wesley to Woody: Jam this!



Tired of 3DO owners having all the fun with *Road Rash*? Your time has finally come, Jaguar owners. Burn Out is a hi-octane motorcycle simulation for one or two players which pushes the pedal to the metal. Pick from an assortment of bikes and tracks on your quest for international racing fame. There's even an option which allows you to race at night. It sure is frightening going that fast with only a teeny-weeny headlight leading the way. Burn Out has great graphics and white-knuckle gameplay, so watch out.

## PREVIEW

### Jaguar

**Publisher:** Atari

**Developer:** Virtual Experience

**Size:** 2 Meg

**Players:** 1 or 2

**Available:** Summer '95

**Comments:** An impressive-looking Jaguar game. You'd think that was an oxymoron, but it's not. There's also a shortage of two-player Jaguar titles these days, so watch for this one.



Make everybody eat your dust.



This is one of the international tracks you can race on.



Ah, the beautiful countryside makes me feel alive.



Only professionals should drive this fast at night.

# PREVIEW

## Saturn Sports

**Publisher:** Sega

**Developer:** Various

**Size:** CD

**Players:** 1 to multi-player

**Available:** September

**Comments:** Sports fanatics will freak out once they get their hands on any of the titles included in Sega's line-up of sports games for the Sega Saturn.

# Saturn Sports

Upon launch of Sega's new 32-bit machine, the Saturn, Sega will also introduce several sports titles including *Worldwide Soccer*, *NHL All-Star Hockey*, *Pebble Beach Golf Links* and *Daytona USA*. *NHL All-Star Hockey* will feature a first-person perspective with eight additional perspectives, including a "puck perspective," 12-player capabilities and a rotating ice rink. *Worldwide Soccer* offers 24 camera perspectives and *Pebble Beach Golf* an "overhead fly-by" feature. Sounds smashing.

## Pebble Beach Golf Links



## Worldwide Soccer



## NHL All-Star Hockey





# YOUR SOURCE FOR INFORMATION ON UPCOMING GAME RELEASES!

# PREVIEW Calendar

## JUNE

### Comix Zone Genesis Sega

In this "interactive comic book" each stage is broken into little squares that look just like the panels of a comic. Mortua is the villain hero that drives opponents to the "You play as the comic book illustrator who originally created Mortua. You're equipped with martial arts moves and a pet rat called Roadie. Thought balloons narrate the action."

### BladeForce 3DO

The 3DO Company  
A shoot 'em up game that takes over a futuristic city. You have to stop their reign of terror. Use your "Personal Hell-Pak Flight Suit" to take flight in a 3D 3-D world. The Hell-Pak provides you with a weapons pack. The goal is to capture seven criminals in seven different worlds, each world is composed of four areas. Look into the game's 16,000 true 3-D objects and 76,000 polygons in each level.

### Zhaddnot: The People's Party 3DO

The 3DO Company  
You're in a tiny totalitarian country, Blennia, with 65,000 TV channels. "Zhaddnot: The People's Party" is a game show that offers you the chance to fulfill your capitalist fantasies. You and other Blennian contestants compete to win the most cash. People's Party provides a parody of the Eastern European quest for Western cultural identity.

### Killing Time 3DO

The 3DO Company  
A maze-type game that uses full-motion video characters in 3-D settings. Game play includes clever-thriving, position-sitting, line-hunting, puzzle solving and shogun blasting action. You're trapped in a mansion on some godforsaken island, and the mansion is definitely haunted. Find out the secret of the mansion and break the spell that keeps the island in limbo.

### Penko Bomber Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO



### Space Hulk: Corridors of Blood 3DO

Electronic Arts  
You may remember the IBM PC version, but the 3DO version differs in that it's now full-screen with a first-person perspective. The story remains the same. The Blood Angel chapter of Imperial Space Marines has been instructed to board an out-of-control spaceship, the Space Hulk, and to somehow divert it from crashing into the Imperial planet Delver 14. Fight Hydras, Psychics and Taster Terminators.

## AUGUST

### Primal Rage Super NES

Time Warner/Interactive  
Play as any of seven original characters: Sauron, Diablo, Anubion, Trion, Verigo, Blazard or Choc. Each character has about 70 moves. It's just like the arcade version—the home version will include two punch and two kick buttons with a four-button control pad. A Game Boy version is also planned for release, but Verigo will be omitted.

## SEPTEMBER

### Saturn Sega

Sega has announced the Saturn's release date to be September 2. The 32-bit machine features a CD-ROM drive, three 32-bit RISC processors and eight local processors, Sega's Twin Arcade Architecture and parallel processing—all of which means 3-D modeled graphics and improved gameplay speed. Look for Namco's outstanding Ridge Racer to be a possible pack-in, and Midway's Mortal Kombat 3 may be a surprise early release.

### PlayStation Sony

The release of Sony's PlayStation will probably take place within the same week of the release of the Saturn. Like the Saturn, it's a 32-bit machine with a CD-ROM drive boasting excellent graphics and gameplay speed. Look for Namco's outstanding Ridge Racer to be a possible pack-in, and Midway's Mortal Kombat 3 may be a surprise early release.

### Conanache Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

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Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo



### Virtua Racing Saturn

Time Warner/Interactive  
Time Warner's Virtua Racing stays true to the arcade game with 3-D polygon cars traveling at top speeds, 15 opponents and four different perspectives. The Saturn version will include ten different tracks as opposed to the three in the arcade version. There's also a Grand Prix mode that adds four cars and seven tracks. Cinematic sequences will be new to the game as well.



### Warhawk PlayStation

Sony Imagesoft  
Formerly titled Warhawk: The Red Mercury Missions, this arcade-style air combat adventure is one of several titles that Sony expects to have available for the PlayStation at launch; the list also includes ESPN Extreme, which is based on the TV show and includes such events as in-line skating through city streets. In this scene from Warhawk, a gigantic fortified superstructure guards a canyon pass.



## NOVEMBER

### Ultra 64 Nintendo

In 1993, Nintendo and Silicon Graphics announced their efforts to manufacture a 64-bit console system that would compete with the Sega Saturn and Sony PlayStation. The Ultra 64 provides the core of this system. The other new, upcoming systems, the goal is to provide advanced graphics and enhanced game play speeds. The release date could be Thanksgiving Day.



## DECEMBER

### M2 Accelerator 3DO

The M2 accelerator is an add-on component that attaches to the original 3DO system and upgrades it to a 64-bit machine. At the M2 launch, eight to ten new games will be available that specifically utilize the new technology. The accompanying photo is an example of the M2's graphic capabilities.

## JUNE

### Earth Bound Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

### Penko Bomber Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

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Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

Super NES/Nintendo 3DO

## JULY

### Asterix/Obelix/Comix Command Game Boy/Nintendo

Game Boy/Nintendo

Game Boy/Nintendo

Game Boy/Nintendo

Game Boy/Nintendo

Game Boy/Nintendo

Game Boy/Nintendo

Game Boy/Nintendo

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### Conanache Super NES/Nintendo

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Super NES/Nintendo

## SEPTEMBER

### Saturn Sega

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

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Super NES/Nintendo

## NOVEMBER

### Ultra 64 Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

Super NES/Nintendo

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Super NES/Nintendo

Super NES/Nintendo

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Super NES/Nintendo

Super NES/Nintendo

# SPECIAL FEATURE: BEHIND THE SCENES WITH ACCLAIM, JUDGE DREDD AND BATMAN FOREVER

by Betty Hallock

**S**ome would turn up their noses and roll their eyes at the thought of Sylvester Stallone as Judge Dredd in this summer's Paramount Pictures release. From Rocky to Demolition Man, the muscle-bound, model-hopping big boy has always been characterized as an all-American hero; even those who would prefer to watch Zentropa can't deny his kitsch value. Can he make a believable Dredd, the square-jawed future cop who sprang from the U.K. comics scene? You'll find out this summer as he stars in Judge Dredd the movie and in Acclaim's Judge Dredd video game. The videogame character runs, climbs and shoots just like Stallone in the movie and believe it or not, the resemblance to the comic-book Dredd is striking.

Acclaim is hot stuff this summer, wielding both the Judge Dredd license and the Batman Forever license. The Warner Bros. feature film Batman Forever will star Val Kilmer, Tommy Lee Jones and Jim Carrey. The video game will feature digitized characters, utilizing Acclaim's state-of-the-art blue-screen studio and motion-capture technology. The same technology is being used by Warner Bros. Studios to create some of the special effects for the Batman Forever movie itself.

Acclaim invited VIDEOGAMES to visit its new offices in New York to preview the games and witness the company's motion-capture technology at work. Peruse the following to satisfy your piqued curiosity....

## JUDGE DREDD

### THE DEADLY LAWGIVER SIDEARM



Judge Dredd says, "Heat-seeker," the shell that's fired will track down its target by body heat. Also coded to recognize the palm print of its officially approved user, the Lawgiver II will explode in an impostor's hand.

### SIX FEET OF ARMORED JUSTICE

"Six feet," you say? Hmmm. Sylvester Stallone is pushing 5'7"—maybe—but he's got a pair of pretty high platform boots. His suit may not be bullet-proof, but it's tough stuff, and he wields a Kevlar-coated Judge glove.



### THE LAWMASTER MARK IV

Many Judges still ride the Lawmaster Mark III motorcycle to patrol the streets of Mega-City One, but Judge Dredd's bike is none other than the Lawmaster Mark IV upgrade. The Mark IV features on-board dual laser cannons and a top secret anti-gravity system—yup, this bike can literally fly! And Dredd's helmet includes a pull-down respirator and an infra-red visor.



### JUDGE DREDD AND THE ABC WARBOT GO HEAD- TO-HEAD



## THE JANUS LAB

Home to the Janus Project, a secret experiment that used the DNA of the greatest Judges in history to comprise the perfect lawman, Judge Dredd.



## JUDGE OREO: THE VIDEO GAME

Available this summer for Super NES, Genesis, Game Boy and Game Gear, the game includes seven levels from the film with multiple missions on each level and digitized backgrounds from the actual sets, as well as five comic-book levels that include Deathworld. Players have a choice of eight different weapons with which to blast enemies.



## BATMAN FOREVER

### BATMAN FOREVER: THE VIDEO GAME



Available this summer for Super NES, Genesis, Saturn, PlayStation and PC CD-ROM. Play as either Batman or Robin and do battle with Harvey "Two-Face" Dent and The Riddler. The cartridge versions of Batman Forever are 24 meg with eight levels that include the Batcave as well as other movie scene locations. The game also features a two-player practice mode in which Batman and Robin are able to test their skills against each other in the Batcave gym.



Val Kilmer plays Batman in the Batman Forever movie



Tommy Lee Jones is "Two-Face"



Jim Carrey is The Riddler



Dean Cain plays Robin

### BATMAN FOREVER: THE TECHNOLOGY

Batman Forever will be one of the first of Acclaim's games to manifest the fruits of the company's state-of-the-art motion-capture and blue screen facilities. Specifically designed for motion capture, the studio is 24 feet high and 59' x 43' in dimension. The motion-capture system utilizes custom cameras created by Texas Instruments, a custom digitizing system, a custom video control system and proprietary biomechanical algorithms to turn digital images into rotational data.

Sensors are attached to an actor whose movements are recorded and from which wire-frame computer models are created. The wire frame is then wrapped with a texture like, for instance, a character's clothing or skin. Games like Frank Thomas "Big Hurt" Baseball and NBA JAM Tournament Edition for the Saturn and PlayStation will utilize this same technology in order to render character animation.



Acclaim's Robin costume for use in the blue-screen studio.



The blue-screen Riddler costume.

Sensors are strategically placed all over an actor's body—anywhere from 20 to 200 of them.

# CLOCKWORK KNIGHT™

Pepperouchau's Adventure

**C**lockwork Knight has to be one of the most visually impressive of the first wave of games for the Saturn. Sure, we're used to seeing platform games trying all sorts of new gimmicks to make us keep buying them, but this is something else entirely. It's so beautiful it almost makes you forget that you've seen the gameplay a million times before.

The star of the game is Pepperouchau, the sponymous clockwork knight. He's a toy who comes to life after midnight, along with all the toys in the suburban home in which the game is set. As an added bonus, you get to watch an amazing computer-animated short film which serves as an intro to the game. In sugary sweet tones, the toys of the house explain the virtues of being a toy. The whole thing is an obvious tribute to Disney-esque fantasy, and I loved every second of it.

Graphics-wise, Clockwork Knight is a stunning piece of programming. A good indication of quality in games, I believe, is the character design. I figure that if enough time was spent in creating the look of a game, the programmers probably went the whole nine yards and made everything great, which is the case with Clockwork Knight. First off, Pepperouchau looks like he's made to be a mascot; he's cute and instantly recogniz-

able, and his world has been created with close attention to detail. Clockwork Knight's backgrounds are full of depth and color, and Pepperouchau's enemies are varied and interesting, which is obviously always a plus.

The animation in Clockwork Knight is also superb. The characters move with grace, and background objects are often busy moving through the

false depth of the screen. It's as smooth as melted butter.

There's a drawback to all this hullabaloo, though: Clockwork Knight is a platform game, and a fairly standard one at that. For all of its visual fireworks, there isn't much depth. You run, you jump, you defeat the bosses (which aren't very hard to beat, by the way), and you finish the game (which you might do pretty quickly; we sure did). Needless to say, that's a pretty major drawback and a bit disappointing coming from a "next generation" game.

Clockwork Knight is kind of like a super-model: gorgeous on the outside, but a bit absent on the inside. But hey, I like a little bit of empty beauty every once in a while. Sue me.

—Gabe Soria

The clockwork knight swings his mighty key.

## BREAKDOWN ▼

- GRAPHICS** 9  
In two words: Oh baby.
- SOUND/MUSIC** 7  
A great theme song and wonderful effects.
- PLAYABILITY** 7  
Playable, but you've seen it before.

**OVERALL RATING ▶**

2001

PlayStation

## EDITORS' RATINGS ▼

**CHRIS C.** 8  
Lots of cool, big bosses and fun toys! An excellent action game and a great start for the Saturn.

**BETTY** 8  
Fuhu, I just wish it were a longer game.

**CHRIS B.** 8  
Love the shifting perspectives.

SEGA

PHONE

@000 USA-SEGA

DEVELOPER

SEGA

SIZE

CD

PLAYERS

1

# Panzer Dragoon

## BREAKDOWN ▼

### GRAPHICS

Beastly imagery, stunning FMV scenes.

### SOUND / MUSIC

Movie-quality music and ear-busting effects.

### PLAYABILITY

One of the best shooters ever.

## OVERALL RATING ▶

# EXCELLENT 9



There is freedom of movement within the track.



I love great fantasy and sci-fi and if you're a fan of the genre, you will be blown away by *Panzer Dragoon*. This is a game that you won't just play, your jaw will drop at the spectacular visuals. The story is somewhat typical; shoot the bad guys and save the universe. When I played the game there were four other people in the room who just stood there silently as I blasted my way to level three. My friends were dumbstruck as to how brilliant the game looked—it was like watching a great science fiction movie. But as we all know, after marvelling at the eyecandy, it's about how well the game plays.

Basically, the play is a lot like *Star Fox* (one of my all-time favorite shooters). You are stuck on a one-way track and you cannot control the dragon that you sit on top of, however, there's a good amount of freedom of movement within the track.



Ride that dragon and blast those beautiful bad guys.

Standard, dynamic and long views are available which changes the distance of your view from the dragon. Also, by pressing the "L" and "R" buttons on the controller you can change your view in a complete 360° circle. At any one time you are only able to view one quarter of this circular view but switching to any of the other quarters is instantaneous. This flexibility of views makes it easy to blast villains after they have passed overhead—get them from behind. At the end of each level you see statistics on how many enemies that you missed and your shooting percentage. I sure enjoy stats and in a shooter it's a welcome feature.

All in all, *Panzer Dragoon* is a hit and yet another reason to get your Sega Saturn.

—Chris Gore



You can look over your shoulder and behind you when shooting the enemies.

## EDITORS' RATINGS ▼

### CHRIS B.

If it weren't on rails, it could have been a "10."

### BETTY

An epic and original shooter that is a must-play.

### GEOFF

Excellent graphics, epic music and one of the best Saturn titles.

# SEGA SATURN "Virtua Fighter: an arcade in your home?"

**2** If there's one thing Sega Saturn is famous for, it's its ability to deliver a great arcade experience at home. And that's exactly what Virtua Fighter does. The game is a 3-D fighting game that's been around since the early '90s, and it's still one of the best. It's a game that's been around since the early '90s, and it's still one of the best. It's a game that's been around since the early '90s, and it's still one of the best.

When you play Virtua Fighter, you're not just playing a game. You're playing a game that's been around since the early '90s, and it's still one of the best. It's a game that's been around since the early '90s, and it's still one of the best. It's a game that's been around since the early '90s, and it's still one of the best.

For those of you who are new to the game, Virtua Fighter's special appeal is the fact that it's a game that's been around since the early '90s, and it's still one of the best. It's a game that's been around since the early '90s, and it's still one of the best. It's a game that's been around since the early '90s, and it's still one of the best.

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—Gabe Soris



**SEGA**

PHONE  
1(800) USA-SEGA

DEVELOPER  
SEGA AM2

SIZE  
CD

PLAYERS  
1 OR 2



**YOU LOSE**

**BREAKDOWN**

**GRAPHICS** 9  
Amazing arcade quality

**SOUND/MUSIC** 8  
It's in there, and you even have a sound test.

**PLAYABILITY** 6  
Not quite fast enough for the hectic world.

**OVERALL RATING** **8**

**VIDEO GAMES**





**EDITORS' RATINGS**

**CHRIS G.** 9  
From arcade to home, it's perfect! A great evolution of the beat-'em-up. Go get your Saturn!

**BETTY** 9  
Super, extremely fast! I loved it. In fact, I enjoyed it more than playing it in the arcade.



**Virtua Fighter**









**K.O.**





**ROUND 4**

# DAYTONA USA

"DAYTONA is a CHALLENGE...only the STRONG SURVIVE!"

It has finally arrived. The ultimate arcade racing game can finally be played at home. (Okay, Sega says it won't be out until September 2nd, but we got it!) You'll won't see those blocky-looking polygons from *Virtus Racing* (one of my least favorite racing games of all time.) *Daytona U.S.A.* features texture-mapped polygons for a feel that's real. And I like it! Select from arcade mode, which features the original tracks from the arcade game, or Saturn mode which features three new tracks. By far the best thing about *Daytona* is the crashes—you will spin-out and flip-flop. Afterwards, you'll see dents and your car will run like it has one flat tire. It's a real drag. A quick pit stop will repair all the damage, including the dents.

On the down side, the game has some serious slowdown when more than six large cars are on the screen at once. The car controls in a strange way—there's really no sense that gravity pulls the car one way or another.

Pressing harder on the controller will only serve to give you a sore thumb, it won't help your game. The handling just doesn't feel like a real car which is really disappointing. The backgrounds just seem to pop up and appear—it's very choppy. But if these things don't bother you too much, the long-term play value is definitely there. This is a tough game that will have you playing night after night to move up in the ranks.

But the big question that everyone is going to ask is, "How does *Daytona* on the Sega Saturn compare to *Ridge Racer* on the Sony PlayStation?" Well, I must be honest, *Ridge Racer* is superior. If only for the control and the smooth 30-frames-per-second animation. (Look for our *Ridge Racer* review next issue and a complete head-to-head review of these two high-octane racers.)

*Daytona USA* is still a very good racing game with some minor flaws.

—Chris Gore

Saturn mode has some new tracks, except don't try to hit the horses 'cuz you can't.

## PHONE

(800) USA SEGA

## DEVELOPER

SEGA AM²

## SIZE

CD

## PLAYERS

1

## EDITORS' RATINGS

### GEOFF

I like it better than *Ridge Racer* on the PlayStation, but I think I'm the only one.

### BETTY

An exciting racing game with plenty of tracks.

### CHRIS B.

Needs proportional steering.

## Mission Select



Choose from manual or automatic transmission

## BREAKDOWN

### GRAPHICS

Beautiful but choppy animation.

### SOUND/MUSIC

Those songs are catchy. Day-To-MAAAAAH!

### PLAYABILITY

Lots of tracks and modes, but control is weak.

## OVERALL RATING

8

# STARGATE

Have you ever asked yourself "why?" Why does there have to be a toy of the movie or the book or the TV show? Why is there a guy waiting outside of the movie theater who wants to sell you a coffee cup featuring the mug of the star? Why do you never wear those Batman T-shirts anymore? I've wondered, but it never seems to get me anywhere. For all my wondering, movie tie-ins still exist. So on to *Stargate*, the movie, er, game! Yeah!

Surprisingly, it's not bad. Developed by Probe (the wizards who brought you the Genesis and 32X versions of *Mortal Kombat II*), *Stargate* is a fairly standard platform adventure with a few quirks to differentiate it from all those other platform games based on movies.

The movie was about the discovery of a mysterious artifact in Egypt which turns out to be a portal to a planet across the galaxy. The most interesting

thing about the film was that it postulated cosmic origins of Egyptian myth—and the star, Kurt Russell, is a real-life video game player with *BattleTech* skills. The cartridge has faithfully adapted the film, but simplified it to the point that even I could grasp the plot's finer points.

You play Colonel Jack O'Neil, a crackerjack Marine commando-type who has to rescue his compatriots from Ra and prevent the Earth from being destroyed in the process. Played by Kurt Russell in the movie, O'Neil is armed with a machine gun and a pocketful of grenades in the game. Lucky old you, you burly Marine.

One of the interesting features about *Stargate* is its fairly linear storyline. Instead of blindly stumbling through levels and constantly making your way to the right of the screen, O'Neil must complete missions as he travels to the

right. Very tricky. Each mission slides right into each other, so you get the feeling that what you're doing has at least some sort of point to it. There's even a "Mode 7" flying sequence for a little variety. It's actually the weakest part of the game, but I'd give the designers an "A" for effort.

*Stargate*'s graphics are its strongest point. Colonel O'Neil moves with grace and fluidity, almost like a dancer. The monsters he fights are rather frightening and the backgrounds are finely detailed, all of which add to making *Stargate*'s unique setting come alive.

While I would prefer to play games which have nothing to do with my local multi-plex, I have to admit that *Stargate* kept me from turning my SNES off for a while. It's a platform game, you've got a gun and it looks pretty. If you're a science fiction fan, check it out.

—Gabe Soria

## BREAKDOWN ▼

<b>GRAPHICS</b>	8
Great. Shows what money can do	
<b>SOUND/MUSIC</b>	6
Nice, but bland. Music. Good sound effects	
<b>PLAYABILITY</b>	5
Platform games are played out.	

**OVERALL RATING ▶**

**6**  
PROBABLE

"CAPTURES THE FEEL OF THE MOVIE, AND IT SURE FEELS NICE."

## PHONE

(516) 624-0888

## DEVELOPER

PROBE

## SIZE

16 MEG

## PLAYERS

1

## EDITORS' RATINGS ▼

**CHRIS G.** 7  
Some good "Mode 7" effects; the movie was just okay.

**CHRIS E.** 7  
Probe did a good job with the film-to-game conversion.

**BETTY** 6  
It's nothing like the *Stargate* Game Gear game.





# EXO SQUAD

## BREAKDOWN ▼

### GRAPHICS

Clear and well-detailed characters.

### SOUND/MUSIC

Bang, bang, boom! Very exciting.

### PLAYABILITY

Duel mode lacks variation.

## OVERALL RATING ►



There was no doubt that the popular cartoon, *EXO Squad*, would eventually make its way into video game form; it was just a question of how long it would take. Now, if you want to, you can take command of your own *EXO Squad* character. But I'm sorry to say that you probably won't find it as exciting as you hoped it would be.

*EXO Squad* for your Genesis system is another example of a game that was a great conceptual idea that was taken care of properly. I've seen the show and thought that it had great potential as a video game. Unfortunately, the time and effort that should have been put into this game was skimmed on. Just a little more effort—one more extra yard—and this game could have been really cool.

There are two modes of play in *EXO Squad*: Arcade and Duel. In arcade mode, you play a standard shoot-em-up, whether flying

through the air (like in *Space Harrier*) or trudging through a landscape (like in *Contra*). When you choose Duel mode, you take on other *EXO Squad* characters or neo-sapiens in a one-on-one battle.

Both of these modes maintain interest for a while, but become repetitive far too soon. In Duel mode, the moves you're able to perform are almost non-existent. You can shoot, punch, raise your shield and do a barrel roll.

In Arcade mode, these are your only options as well. But that's not a problem there, since multiple options are seldom included in other, better, games of the same type. What keeps Arcade mode from playing well is the sluggishness of your character and the limited movement capabilities.

In short, *EXO Squad* plays like an early Genesis game with updated graphics. If you like shooting games and are a fan of the

television show, give it a look. Otherwise, you may find that it doesn't live up to its potential.

—Geoff Higgins

## EDITORS' RATINGS ▼

### CHRIS E. 7

Decent graphics, but I could have done without the Duel mode.

### GABE 6

The show is underrated, but the game isn't.

### BETTY 6

Really quite average.

## PHONE

(714) 739-1929

## DEVELOPER

PLAYMATES

## SIZE

8 MEG

## PLAYERS

1 OR 2



**"A cross between Space Harrier and Terminator."**



# STAR TREK DEEP SPACE NINE



PHONE

07140 739-1929

DEVELOPER

NOVOTRADE

SIZE

12 MEGS

PLAYERS

1

## Deep Space Nine:

*Crossroads of Time* is an example of a game that could've and should've; but wasn't. When you play it, you'll know what I mean. Hardcore *Star Trek* fans are entitled to a game with lots of depth that holds their interest. *DS9* falls short in both of these categories. The game's plot involves a flurry of mysterious shenanigans aboard *DS9*, and it is up to Sisko, Odo and the others to find out who's behind them. (Do you think it could be the Cardassians? Hmm...)

For most of the game, you command Sisko, using him to defuse bombs, blast through Cardassians and pretty much take on the world by himself. Sometimes, though, even the great Sisko needs help and that's where Odo comes in.

The thing that made Sega and Spectrum *HoloByte's Star Trek: Next Generation* games cool was that you could take control of the bridge, create your own away teams and really explore the galaxy. This is a major set of elements missing from this game. For the most part, it plays like an inferior version of *Flashback*.

Of the two versions of this game, the Genesis cartridge is better—believe it or not!



## BREAKDOWN

### GRAPHICS

Watch Sisko run amok.

7

### SOUND/MUSIC

Is it just me or does the music never change?

5

### PLAYABILITY

Could use a little work.

6

## OVERALL RATING

6



**"AS SISKI,  
YOU'LL GET  
TO SHOOT MANY  
CARDASSIANS."**

*DS9*, there was a period when I had to orientate myself in the station. No map or directions are included—which strikes me as odd, because if anyone knows the layout of that place, it's Sisko and Odo. This translated into a half-hour of tedium. In the Genesis version, all doors are labeled. This may seem like a picky thing to harp on but believe me, it's a big plus. Other than that, though, there are no significant differences between the two versions. *DS9* is not a terrible game; I found a certain level of enjoyment in playing. This stemmed more from my liking for the show than the game though. I recommend this only for fans of the show and for those who liked the *Star Trek: Next Generation* game.

—Geoff Higgins

## EDITORS' RATINGS

### CHRIS G.

Actually better than the TV show. There's more action in this cert than a whole season of *DS9*. Go, Sisko, go!

8

### BETTY

I grew tired of the gameplay rather quickly.

6



Dodge asteroids in an attempt to overtake the fleeing ship.



## BREAKDOWN

### GRAPHICS

Looks great! Better than the Sega CD version.

### SOUND/MUSIC

You could actually dance to the music.

### PLAYABILITY

Special moves are difficult to execute.

## OVERALL RATING

8

VIDEO GAMES

"The best version of Brutal yet!"



think you'll be quite impressed.

The characters themselves look better than ever. If you haven't seen the game at all, you'll want to check out Prince Leon of Kenya's nice 'fro. Even the character selection screens look better; the characters are bigger and the graphics are cleaner.

Not only that, but you have a wider range of characters to choose from—12 in all instead of the original 10. The two new characters are Psycho Kitty and Chung Poe. Psycho Kitty is a wacko kitty that looks innocent enough but will not hesitate to claw your eyes out. Chung Poe transforms from a teeny old man into a terrifyingly monstrous creature.

The dynamics of the game are the same. The Dalai Llama has invited the world's greatest warriors to Brutal Island to compete for the Belt of Heaven. The winner must prove to be not only a martial arts champion, but must also possess the "warrior spirit." The Learning System is still in effect; e.g. if you perform well, the Dalai Llama teaches you a new special move. You then practice

that special move, and if you don't catch on in three tries, the Dalai Llama will leave you in the dust. But if you master your moves, you move up a new belt level.

The Learning System is pretty innovative, but sometimes I just want to fight and I want all my special moves available to me in the right here and now! That's what the two-player mode is good for, I guess.

What it all comes down to, though, is the control, and the control could be better. (We're all so used to Street Fighter.) It's a similar problem to the one that arose in the Sega CD version. Not a speed issue, it's just that the characters are a bit difficult to maneuver; it's just a little off. But don't get me wrong—it's fun, it's fast and overall it's a fighting game worth your time.

—Betty Hallock

You may already be familiar with GameTek's tuzzy-animal fighting game, Brutal, as it has already been released for the Super NES, Genesis, and Sega CD. I've only played the Sega CD version, but I find this 32X version, Brutal Unleashed: Above the Claw, to be much improved in a number of ways.

The graphics in the 32X version look like a quality endeavor. The backgrounds are like nothing I've seen on any previous version of Brutal. Various scenes include 3-D rock formations, bridges and a sea cavern—I



## EDITORS' RATINGS

### GEOFF

A step above the Genesis version.

### GORE

The 32X will continue to disappoint if all that is released for it are old games with a few minor enhancements. If you have a previous version of Brutal, there's no reason to trade up.



## GAME TEK

### PHONE

(203) 935-3995

### DEVELOPER

GAME TEK

### SIZE

8 MEG

### PLAYERS

1 OR 2

# FAHRENHEIT

It's no secret that I'm one of the few editors who enjoys full-motion video games. You can't judge an FMV game in the same way that you do a platform game like *Donkey Kong Country*. The genres are entirely different. It's like trying to compare a Bugs Bunny cartoon with *Terminator 2*—apples and oranges, my friends. But there is a secret to the success of these games. I don't simply enjoy pushing a button to view the next scene in order to discover whether I live or die. This adds up to a pretty dull experience—which is what *Fahrenheit* becomes.

It starts off clichéd enough. (I can't believe that with only a handful of these kind of games around that they all seem to begin the same way.) You play as "rookie" (where have I heard that one before?) and you recently saved someone from a burning building but now you've joined the big boys at Fire Station 13. You'll meet your boss and get a chance to earn your stripes. The characters you play with look like we've seen them all in other games, there's the feisty woman, McGuire and your African-Ameri-

can buddy Washington—no originality here.

"People before property," is the law for your rescue squad, which is where you'll begin. The gameplay is fairly straightforward: Watch a first-person video travelling inside a house engulfed in flames, then push a button—when prompted—to decide which direction you want to go. That's all as far as interaction from the player's perspective goes. You'll either wind up toast from opening the wrong door or you'll save the girl. Though the situations get more intense, the gameplay does not evolve beyond this basic interface for the rest of the game.

Your thumb won't get sore from playing and you may be mildly entertained but there's no heat here. *Fahrenheit* just fizzles. If you're looking for a good FMV game, pick up *Corpse Killer* from Digital Pictures, the story is excellent and you get to shoot zombies. 'Nuff said.

—Chris Gore

SEGA

PHONE  
0000 USA-SEGA  
DEVELOPER  
SEGA STUDIOS  
SIZE  
CD  
PLAYERS  
1

"Playing *Fahrenheit* is like taking a training course for firemen."

## BREAKDOWN

### GRAPHICS

The muddy FMV is a little better

### SOUND/MUSIC

It sounds like a TV Movie-of-the-Week.

### PLAYABILITY

Just slightly ahead of *Dragon's Lair*

**OVERALL RATING**

**4**

## EDITORS' RATINGS

### NETTY

A word game with lots of fire—I liked it.

### GEOFF

This is the only FMV game I can stomach.

### CHRIS B.

The Ignition Factor on the SNES is hotter.

## IT'S HOT!

Go through the wrong door and you're toast.

## KA-BODDDDDO!

Hey, Firemen blow up real good!

## FIREMAN TRAINING

This game is practically an endorsement to join your local Fire Department.

"EC CD TAKES FIGHTING GAMES TO A NEW LEVEL!"

## ETERNAL CHAMPIONS™

CHALLENGE FROM THE DARK SIDE

Get ready for a whole new game on the Sega CD. *Eternal Champions: Challenge from the Dark Side* is finally here and it takes fighting games to a whole new level.

First, there's the beautiful SGI-rendered images gracing EC's opening where we discover that each Champion was pulled from their time just before the moment of their death to fight in the tournament. The story is better than most recent movies I've seen and should create some great opportunities for action figures, cartoons, toys, etc.

There are more characters than any other game of its kind, 24 in all, with nine secret characters to discover along the way. Among the characters you'll see are some true originals. In a genre that seems to contain the same clichés over and over and over again, EC goes where no fighting game has gone before with the character of the chicken. Yes, you heard it right, an actual chicken, and he's got some killer moves as well. The chicken isn't even the weirdest character; wait until you play as the monkey.

The tournament modes are all easily accessible by just choosing your team line-up and getting in the game. None of the laborious set-up screens from the first game are present—just get in there and kick some tail.

While you may have already seen lots of pictures of the characters and even some strategies and moves in previous issues of *VIDEOGAMES*, the real test is how it plays. Well, I played a final version of the game and it must be played to be believed. (Some of our competitors have a nasty habit of reviewing pre-viewable games that are not

completely finished in the interests of appearing to have a scoop.) The control is awesome. (That's why the game was delayed from release for over four months: simply to tweak the control.) It plays better than any other fighting game ever, and may even rival *Street Fighter II*. Get yourself a six-button Genesis controller and strap yourself in. Each of the six buttons executes a different move for each character, and with 24 characters there's got to be more animation in this game than any in the history of video games. (Actually there is more memory on this Sega CD than any other in history. During the final stages there were over 800 megs on the disk and two megs had to be cut so it could fit on the CD. That must make it the biggest game ever.)

Combos are a snap and they lend more to the smooth feel of what's sure to be crowned the king of the fighting games for the Sega CD.

There's only one bad thing about EC CD and it's the timing. It probably couldn't have been helped but this is perhaps the last good game we may see coming out for the Sega CD. With so much emphasis being put on 32X and Sega Saturn titles, an original and playable game for the Sega CD may get lost in the shuffle. I certainly hope not. This gem is too good not to be discovered.

—Chris Gore

## PHONE

(800) USA-SEGA

## DEVELOPER

DEEP WATER

## SIZE

CD

## PLAYERS

1-2

## BREAKDOWN ▼

## GRAPHICS

Pushes the limits of the Sega CD

## SOUND/MUSIC

Bone-cracking effects, danceable tunes

## PLAYABILITY

Smooth, lots of moves and options, a blast

## OVERALL RATING ▶

9

EXCELLENT

## EDITORS' RATINGS ▼

## GEOFF

The best fighting game for Sega CD, bar none!

## CHRIS E.

Blows away the original EC.

## BETTY

A good fighting game, but—other than the cinema scenes—the graphics didn't impress me.

GEESSE HOWARD



RYO SAKAZAKI



MUKANG KROUSER



TERRY BOGARD



DUCK KING



MAI SHIRANUI



JIBREI YAMADA



PHONE

02131 878-0101

DEVELOPER

FUNGCOM

SIZE

CD

PLAYERS

1 OR 2

The arcade version of *Fatal Fury Special* is fairly exciting. It has all of the kooky characters that you'd expect from SNK, along with a healthy dose of color backgrounds, playability and all the other little details that you'd expect from an arcade machine. But this is a review of the Sega CD version, and that's a whole different ball of wax.

JVC's *Fatal Fury Special* for the Sega CD has a lot going for it, and that's no lie. It has every character from the arcade version, plus Ryo Sakazaki from *Art of Fighting*, who was included as a hidden character in the original game. As you know, some home versions of Neo-Geo fighting games have left out certain characters because of memory size or hardware limitations.

Now for the not-so-nice news. I wasn't so much displeased by *Fatal Fury Special* as I was disappointed by it. There's a lot to be desired. First—and most importantly—the all important playability of the arcade version just isn't there. It's not that the game is unplayable; it's just overly difficult. In the arcade version, for example, jumping between the two "planes" of game play is easy and used sparingly. In the Sega CD version, it seems that every

## BREAKDOWN

## GRAPHICS

Retains the vitality of the arcade version.

## SOUND/MUSIC

The music is true to the arcade.

## PLAYABILITY

Frustrating at points, ultimately average.

OVERALL RATING

B

SEGA CD

## FATAL FURY SPECIAL



## EDITORS' RATINGS

CHRIS G.

7

A darn good translation of the Neo-Geo arcade classic. Excellent music and sound.

GEOFF

6

Put this series to sleep.



press of a button changes which depth your character is at. Frustrating, baby!

Another much more minor quibble I had with the game was the lack of the original's background detail. The backgrounds aren't as bold and beefy as their arcade predecessors, mainly because they're not as wide and they lack many elements and background characters.

It's not all bad, though. The music is as good the arcade version, if you like that sort of thing. Tiny characters aren't a problem either. They're big, colorful and chock-full of personality, and they've retained all of their special moves.

Although I can't recommend it without reservation, I can say that I had a lot of fun with *Fatal Fury Special*. Besides, fighting games for the Sega CD are few and far between. Unless you were happy with the bare-bones conversion and long loading delays of *Mortal Kombat*, *Fatal Fury Special* is just about the best thing going for Sega CD fighting fans.

—Gabe Soria

"Fatal Fury Special is a quick fighting game fix."



BILLY KANE



AXEL HAWK



LAWRENCE BLOOD



BIG BEAR



ANDY BOGARD



JOE HIGASHI



TAKI 70



GEESSE HOWARD

## FLASHBACK



When *Flashback* came out for the Genesis back in 1993, I thought it was one of the best games to be released that year. The graphics were super clean and the character movements were incredibly realistic. It raised the gaming standard. Now *Flashback* is available for the 3DO and a great game has been made even better.

For those of you who have never played the game on any system, here's the plot: You play a human who has lost his memory, and in attempt to rediscover who you are, you uncover a plot by aliens to overrun the Earth. Now you must race against time to stop the aliens and return to your home.

Armed with a gun and a shield pack,

## BREAKDOWN

## GRAPHICS

Excellent detail and use of color.

## SOUND/MUSIC

The gun sounds loud and mean.

## PLAYABILITY

Player animation is smooth and realistic.

**OVERALL RATING**

EXCELLENT  
**9**  
*VIDEO GAMES*

you must successfully complete seven levels of action and puzzle-solving in order to rescue your planet. Many obstacles and

treacherous pitfalls stand in your way, ranging from pressure mines and military police equipped with jet-packs to poisonous gas geysers and bottomless pits.

As I mentioned earlier, the character movements are fluid and recreate a real person's actions almost perfectly. From running to jumping to taking a bullet, you'd think you were watching a little person on the screen.

The 3DO version of *Flashback* resembles the Genesis version in most aspects but has developed more animation sequences and enhanced

## EDITORS' RATINGS

## CHRIS G.

A upgrade of the classic with fantastic in-between cinema.

## ZACH

It doesn't take advantage of the 3DO hardware, but it's still great.

## BETTY

The best version yet. Cool animated sequences.

the ones which were already present. All this greatly improves the overall feel of this game. While it's unfortunate that no extra levels or weapons were added to further improve the game, one can hardly complain, considering the quality of other games that are out there. Two years and 32 bits later, *Flashback* remains an exciting and enjoyable video game.

—Geoff Higgins

## U.S. Gold

## PHONE

(415) 883-0297

## DEVELOPER

DELPHINE

## SIZE

CD

## PLAYERS

1



When coming under fire, remember to duck,



**"The best version of this game**

**yet!"**



## PHONE

(415) 571-7171

## DEVELOPER

ELECTRONIC ARTS

## SIZE

CD

## PLAYERS

1

## EDITORS' RATINGS

**CHRIS G.** 8  
Cool spins on the 3-D action genre.  
Get ready for Cyber-Doom!

**BETTY** 7  
The gameplay is intriguing but  
the graphics are choppy.

**GARE** 5  
Confusing Doom knock-off  
which didn't do much for me.

## BREAKDOWN

## GRAPHICS

Great first-person perspective

## SOUND/MUSIC

The characters talk to you!

## PLAYABILITY

Very fluid movement.

## OVERALL RATING

9



In *Immercenary*, a super computer has been developed that allows humans access to a virtual reality world. But people are finding out that once they jack in, they can't get out and their physical bodies begin deteriorating, trapping their minds inside the system. You're a cyberspace tough guy and you have been hired to hunt down Perfect 1, the heart of the system, and kill it. This won't be easy, though; there are many cyber-bad guys whose job it is to stop you. Do you have what it takes to succeed where those who went before you have failed? Doesn't that just give you goosebumps?

Electronic Arts has scored big again with *Immercenary*. Every facet of this game is fantastic, from the graphics to the sound to the interaction with the other lost souls in this virtual world.

Gameplay is fast and furious. The first-person perspective creates a sense of being hunted and a degree of claustrophobia, heightening the game experience. What really makes this work so well is the fluid motion of the scrolling graphics. No slow and clumsy turning here. It someone is firing at you from behind, wheel on them quickly and blast 'em to kingdom come with your weapon.

There isn't much variety in the sound effects department—just explosions and the sound of weapons

firing away—but what there is effective enough. The voices are easily understandable and don't have the artificial sound to them; they have range, pitch and even a little emotion thrown in for good measure.

Your character is defined by three statistics: Offense, Defense and Agility. During the course of the game you can raise the levels of these statistics through the use of special items and experience. There are also "power balls" scattered throughout the zone, each offering a different function like "offensive power-up" or "agility increase." A map of the zone shows your current position as well as the positions of your enemies and the locations of the beacons.

Another interesting feature are the zones within the zones. It is in these areas that you will do battle with the bosses and talk with the inhabitants. These areas are not visible on your map and are not very easily distinguishable on your screen. This adds an extra level of intensity because you never know what lies beyond a cluster of warehouses or at the center of a power station.

*Immercenary* is a winner on all levels. The game is tough; make no mistake about it. The pace is fast, the enemies are unrelenting and the gameplay is intense. Definitely worth checking out.

—Geoff Higgins



# GEX™

I hate cuts crap. The thought of spending time playing some adorably cute platform game makes me ill. Well, Earthworm Jim and Boogerman are notable exceptions, but these 16-bit boys have met their match. Yes, Gex is here and 32-bit gaming will never be the same. Finally, someone has decided to breathe some much-needed life into the action game genre. This character would cringe if you said he was adorable. In fact, he'd probably kick your butt!

Yes, this is another platform title, but the success of this game lies in several things. As

an action game, the control is as smooth as silk—you'll feel as if you are controlling your own tiny lizard. The 3DO controller seemed to react instinctively to the emotional thumb-punching of my game-worn hand. And Gex can crawl anywhere. You'll marvel as you discover new moves and places for him to go. The sounds are fantastic and original. The music is catchy without getting on your nerves. The secrets in the game are seemingly endless. (The only game with more hidden stuff might be Donkey Kong Country, but I still haven't found everything, so we'll see.)

If you are a fan of pop culture from the '70s, then you're in for a treat. Besides travelling to weird worlds like Kung Fu Land, Gex has a mouth that would have easily gotten him grounded by my mom. The voice samples come from HBO comedian Dane Gould, and he's a crack-up. The jokes come so fast and furious, it's hard to catch everything. There are hundreds of voice samples, and with so many, there's very little repetition.

Usually games with such phenomenally excellent graphics always seem to contain weak gameplay. That is simply not true here. Gex himself moves to the tune of over 450 frames of



## EDITORS' RATINGS

**BETTY** 9  
It's such a good-looking game; I thought it had a lot of depth.

**CHRIS E.** 8  
The scrolling and animation are too choppy to rate a 10.

**CABE** 7  
Gex's graphics are boss, but it's the same old platform deal.

animation. Gex's long-term play value is poised to sell 3DO machines like mad. (The Sega Saturn and PlayStation versions of Gex are due in late 1995 or early '96. Owners of those machines are in for a long wait indeed.)

Gex is the kind of game that comes only a few times a year. It's a must-play on any platform. A winner for the 3DO and a victory for 32-bit gaming.

—Chris Goss

"GIVE GEX A GO...IT'S THE BEST 3DO GAME YET!"

## BREAKDOWN ▼

**GRAPHICS** 9  
So many shades of green and gross animation!  
**SOUND/MUSIC** 10  
Gex is a comedian! Give this geco a TV show.  
**PLAYABILITY** 10  
Smooth—plays like a 171 remote-controlled lizard.

**OVERALL RATING ▶ 10**  
PURE GAMES

CRYSTAL DYNAMICS

PHONE  
(415) 473-3400

DEVELOPER  
CRYSTAL DYNAMICS

SIZE

CD

PLAYERS

1

# CANNON FODDER

"...AN EXCELLENT GAME WITH LOADS OF PLAYABILITY."

## BREAKDOWN ▼

<b>GRAPHICS</b>	7
Utilitarian but detailed, as the designers intended.	
<b>SOUND/MUSIC</b>	7
Great sound effects, but hard to hear.	
<b>PLAYABILITY</b>	8
Controllable, though it was meant for a mouse.	

**OVERALL RATING ▶ 8**

EXCELLENT  
VIDEO GAMES

A few years ago, I was writing video game strategy books with a guy who was—well, quite honestly, he was absolutely bonkers. Whenever he'd do poorly on a game, he wouldn't shrug his shoulders and try harder; he'd yell, scream and get incredibly ticked off. I vividly recall one occasion when he went outside and smashed a lawn chair into his backyard fence over and over again.

I'm sharing this bizarre work experience with you because, after playing Cannon Fodder for a few dozen hours, I was in

cue hostages or save innocent civilians from messy deaths.

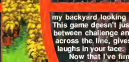
The controls are sweet and simple. Use the D-pad to move the cursor. Press the C button to make your troops walk to the cursor. Press the B button to fire your machine-guns. Press the B button and the C button to lob a grenade or fire a rocket. You can also call up an overview map of each mission and split your soldiers into as many as three groups. The later missions introduce more methods of destruction, including missile-firing turrets, tanks and heli-

my backyard looking for a lawn chair. This game doesn't just flirt with the line between challenge and frustration; it runs across the line, gives you the finger and laughs in your face.

Now that I've firmly established Cannon Fodder's difficulty level, let's move on to the gameplay, best described as a combination of Lemmings and Syndicate. You control a group of teeny-tiny soldiers as they blast their way through a whopping total of 72 missions. There are several potential objectives in each mission—kill all the enemy soldiers, destroy all enemy buildings,

copters. (The most satisfying moment in Cannon Fodder is when your troops climb into a tank and blow the heck out of everything in sight.)

There are a few flaws: the weak instruction manual, the two-slot battery back-up (passwords would have been better), the difficulty of controlling the vehicles and the lack of Jaguar enhancement. (Cannon Fodder was originally a hit European PC game.) But these bugaboos don't change that Cannon Fodder is an excellent game with loads of playability. One of the few video games worth buying instead of renting.  
—Zach Meison



Our buddy is dead... boo hoo!



## EDITORS' RATINGS ▼

<b>CHRIS C.</b>	9
Death and destruction was never so tiny and cute. Great fun.	
<b>BETTY</b>	8
Engaging enough to return to again and again.	
<b>GEOFF</b>	5
Just didn't do it for me. Sorry	

JAGUAR  
ATARI

PHONE  
1800 GO-ATARI  
DEVELOPER  
SENSIBLE  
SIZE  
16 MEG  
PLAYERS  
1



## BREAKDOWN ▼

GRAPHICS	6
The characters are uninteresting.	
SOUND / MUSIC	6
Standard fare.	
PLAYABILITY	5
Not enough cool moves.	

OVERALL RATING ▶

GOOD  
6

VIDEO GAMES

That's a generous six. *Double Dragon V: Shadow Falls* for the Jaguar system falls in all the areas that it should have succeeded in. I feel that if you're going to make a game for a superior platform like the Jaguar, you should at least enhance it to meet the expectations of the players who own that system. I played *Shadow Falls* for the Genesis and thought it was pretty bad. Unfortunately, Williams considered it good enough to develop for the Jaguar without putting in the effort to take it to the next level.

For those of you who aren't familiar with this game, let me fill you in. With the exception of the characters of Billy Lee and Jimmy Lee, this game bears no resemblance to the original *Double Dragon* arcade game. The *Shadow Falls* plays more like a head-to-head fighting game à la *Street Fighter II* or *Mortal Kombat*. As you may have guessed, it isn't nearly as good as either of those.

In order to have an exceptional fighting game, there are certain elements that must be present to help the game stand out from the crowd. First, you need to have characters that are cool-looking; menacing. No one like that here—in fact, the characters



look downright ridiculous, their designs having been based on characters from the *Double Dragon* cartoon show on TV. The only fighter that looks even remotely cool is the skeletal warrior Bones.

Another fighting-game must is a good number of special moves which the characters can use. *DD V* offers the bare minimum. Finally—although it isn't necessary—sometimes it helps to see blood or some other kind of devastating effect from your charac-

ter's attacks. As you've probably guessed by now, *DD V* has neither.

The only thing that saves *Double Dragon V* from complete failure is the poor quality of its closest competitor, *Kidambi Ninja* (the only other one-on-one fighting game for the Jaguar.) But with interesting beat-'em-ups like *The Urm Vortex* and *Fight for Life* on the way soon, the odds of *DD V* making a favorable impression are getting slimmer every day.

—Geoff Higgins

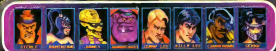
"...Double Dragon V offers the bare minimum."



PHONE  
(800) 874-2683  
DEVELOPER  
WILLIAMS  
SIZE  
16 MEG  
PLAYERS  
1 OR 2

## EDITORS' RATINGS ▼

CORE	5
I'm still waiting for a good fighting game for the Jag. <i>DD V</i> is weak overall. When does <i>Fight for Life</i> come out?	
ZACH	4
Cherry graphics and music lifted straight from John Tuck's garbage bin.	



# Merlin's apprentice

Puzzle games may not be your style, but for those who enjoy a little cerebral entertainment, *Merlin's Apprentice* gives you a good opportunity to sit down and put your skills to work.

All of the puzzles are based on magical spells. You are striving to become Merlin's apprentice, and in order to do so you must solve series after series of puzzles. Each series of puzzles solved takes you closer to your goal. Solving the first set of puzzles will lead you to Merlin's laboratory, the second set of puzzles will locate Merlin for you, and so on.

You'll run into a variety of Merlin's cohorts in animated sequences between puzzles. These fiends will set forth the objective for each set of puzzles, which is helpful. They may look mean, but they're doing you a favor. The animated sequences in *Merlin's Apprentice* are rather enjoyable, and not at all annoying (as were all of the sequences in the recently released CD-I puzzle game, *Dino's Quest*).

The whole medieval theme is much more palatable than the obnoxious kid-on-a-skateboard theme (another reference to *Dino's Quest*). The medieval ambience includes a lot of cryptic messages, runes, mysterious caverns and creepy creatures.

The puzzles range from *Wheel of Fortune*-type word puzzles to *Simon*-like memory puzzles to logic puzzles that may very well give you a big headache. Each series introduces different and more difficult versions of the same puzzle types. The game features three different difficulty settings as well. You can set different puzzles on different difficulty settings, which I thought pretty interesting and had never seen before. Set those puzzles on Expert level and man, you're really asking for it.

One of the great things about this game is that you won't ever have to look at the instruction manual. Every puzzle comes with on-demand instructions. I appreciated this factor.

So if you've got a CD-I machine and a hankering for a good puzzle game, *Merlin's Apprentice* might be right up your alley.

—Betty Hallock

## EDITORS' RATINGS ▼

**GEOFF** 8

A great brain-teaser.

**CAGE** 7

We laughed when we first saw this game, but we were soon enthralled by its addictive puzzles.

**CHRIS E.** 7

Cool puzzles; not bad.

**PHILIPS**  
INTERACTIVE  
MEDIA

PHONE

(800) 340-7888

DEVELOPER

PHILIPS/FUNHOUSE

SIZE

CD

PLAYERS

1

## BREAKDOWN ▼

**GRAPHICS** 8

The animation sequences are exemplary.

**SOUND/MUSIC** 7

A lot of sequences with sampled speech.

**PLAYABILITY** 8

A great puzzle game that keeps you interested.

**OVERALL RATING** 8

OVERALL

This is one high-octave fighting game!

NEO•GEO CD

# BREAKDOWN

## GRAPHICS

Just like the arcade.

## SOUND/MUSIC

Great mood music.

## PLAYABILITY

Could use a little improvement.

## OVERALL RATING

EXCELLENT  
9



PHONE

0100 371-8535

DEVELOPER

SNK

SIZE

CD

PLAYERS

1 OR 2

This is a great fighting game! We are talking total chaos. You're probably already familiar with *Samurai Shodown* so I won't bore you with old info. You know what to expect. What I will tell you is that *Samurai Shodown II* is an improvement on the original.

SNK has packed 202 Megs of data onto this CD to make *Samurai Shodown II* seem even better than the coin-op game. The characters are big and their movements are smooth and crystal clear. The colors of this game are also incredible, with brilliant reds, deep blues and glowing greens.

The sound is exemplary. Each character's fighting area comes accompanied by his own mood music, whether it is Gen An's eerie ballad or Earthquake's rock music. On top of the music, there are some astounding special effects sounds. The punches sound larger than life, as do the screams of your opponent

when you nail him with one of your brutal power moves. Also, there is a plethora of incidental sounds to be heard throughout this game. Whenever Earthquake drops onto the ground, you can hear his chain rattle. The sound of someone's sword encountering a barrel or statue makes it seem like those objects actually crashed together.

The background and foreground of this game are bustling with activity, making it come completely alive. Don't get distracted by the shark swinging from a rope on the pier or you might get sucker punched. Another cool aspect is that you can interact with the objects in the foreground. A flurry of activity between you and your opponent might result in the destruction of a priceless statue or a barrel of fish.

To make things easier on you, the game also supplies you with codes to execute your power moves at the bottom of your screen. Even better, if you suddenly pull off a maneuver and have no idea how you did it, the code will appear beneath your strength bar.

The one drawback of this game is the long loading time. Between each match you will have to wait through two periods when the CD must load information. This is an unfortunate break in the pace of an otherwise blisteringly fast and intense game. If you can find the secret blood code, you'll really be able to ream your opponents in an all-out bloodbath.

—Geoff Higgins

## EDITORS' RATINGS

### CHRIS E. 9

Absolutely outstanding; a showcase fighting game with loads of subtle detail and great gameplay. The super-deformer moves are a treat.

### CHRIS G. 7

This would be excellent if it weren't for those long loading pauses between each match.

## WOW LOADING

PLEASE WAIT



The long loading times are the only drawback to this game.

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# CAPSULE REVIEWS

June 1995

GENESIS

## MEGA BOMBERMAN • SEGA • 1 OR 2 PLAYERS • 8 MEG



Finally, a Bomberman game for the Genesis. It's the cutest game you'll ever want to play, and it's pretty darn addictive. The colors in this Genesis version look different from earlier Super NES version—not as many pastels or something. The characters look a little different too. But it's basically the same gameplay. Play in multi-player battle mode or single player puzzle mode. The multi-player battle mode allows up to four players to play at once. Grab your friends.

## BREAKDOWN

<b>GRAPHICS</b> Graphics—the bomb.	8
<b>SOUND/MUSIC</b> Sound and music—also the bomb.	8
<b>PLAYABILITY</b> You can play for hours.	9

**OVERALL RATING** **9**  
EXCELLENT  
VIDEO GAMES

GENESIS

## NO ESCAPE • PSYGNOSIS • 1 PLAYER • 16 MEG



Based on the movie, *No Escape* is set in the island penal colony, Absolom, where you play as an inmate, Robbins, trying to escape. Gangs of savage Outsiders are after you, and they're bearing clubs and running fast. They look cool, but they're a pain in the butt to get rid of, too. Robbins is a little difficult to control, which doesn't help matters any. The game looks sort of like *Flashback*, but doesn't play as well. You're better off watching TV.

## BREAKDOWN

<b>GRAPHICS</b> Character animation is crutchy.	6
<b>SOUND/MUSIC</b> Junglesic.	6
<b>PLAYABILITY</b> What playability would that be?	5

**OVERALL RATING** **5**  
ORAY  
VIDEO GAMES

GENESIS

## TRUE LIES • ACCLAIM • 1 PLAYER • 16 MEG



The movie, *True Lies*, may have been a scary example of mainstream cinema today, but the game is actually kind of cool. You play as Arnold Schwarzenegger (a super-deformed Arnold Schwarzenegger). The overhead perspective allows for 360° gameplay. The game includes actual scenes from the movie: Blinding Ski Chase, Explosive Chopper Rescue, Nuclear Warhead Disarmament, and Missile Blasting Harrier Climax. Plus never-before-seen secret ones.

## BREAKDOWN

<b>GRAPHICS</b> Super-deformed Arnold Schwarzenegger.	7
<b>SOUND/MUSIC</b> Big guns.	7
<b>PLAYABILITY</b> It's fun shooting civilians.	7

**OVERALL RATING** **7**  
COOL  
VIDEO GAMES

GENESIS

## THE PUNISHER • CAPCOM • 1-2 PLAYERS • 12 MEG



If you happen to be a fan of both *Final Fight* and the Punisher, then you've just gotten a great birthday gift. In this surprisingly fun, yet fairly standard game, you and a friend can play either Frank Castle, the Punisher, or Nick Fury, agent of S.H.I.E.L.D. Your mission is to fight your way through the underworld of New York, killing and maiming as many hoodlums that you can. Pick up knives, bats, swords, and guns along the way to help you in your misanthropy. The graphics have a certain comic-book quality and overall, it's a decent exercise in vigilante mayhem.

## BREAKDOWN

<b>GRAPHICS</b> Reminded me of Mike Jack artwork.	7
<b>SOUND/MUSIC</b> Do people really like this "rock" music?	5
<b>PLAYABILITY</b> You know, it's pretty darn fun.	7

**OVERALL RATING** **7**  
COOL  
VIDEO GAMES



## SINK OR SWIM • TITUS • 1 PLAYER • 4 MEGS



Earnings influences are all over this new Titus game. You are an intrepid rescue worker who must save mustachioed workers from a sinking luxury liner. Unfortunately, they're dumber than dirt so you have to use a plethora of nifty devices to save them. Use your bombs to blow open passages, use your hands to hit switches, jump using your legs, have fun using your brain. Sink or Swim is a simple game, but as we all know, simplicity can be beauty.

## BREAKDOWN

## GRAPHICS

Nothing to scream about here. Plain.

## SOUND/MUSIC

In one ear and out the other.

## PLAYABILITY

Easy to pick up, easy to get into.

**OVERALL RATING**



## ARDY LIGHTFOOT • TITUS • 1 PLAYER • 8 MEG



Ardy Lightfoot is pretty much your basic side-scrolling platform game with a cute sidekick thrown in. Pec, the sidekick, also happens to be a handy weapon. If Ardy throws him at an enemy, Pec swallows the enemy up. That's a cool feature. Ardy and Pec are in search of seven different pieces of the rainbow that have been scattered over Prismland. Whoever finds them all is granted a wish. The gameplay is varied enough to keep you interested.

## BREAKDOWN

## GRAPHICS

Not bad at all.

## SOUND/MUSIC

Not especially memorable.

## PLAYABILITY

It feels good to throw your sidekick.

**OVERALL RATING**



## THE BRAINIES • TITUS • 1 PLAYER • 4 MEG



Brainies are fluffy monsters made by Game Master M-Ku and are supposedly more repulsive than blobs, smogulls, smurts or the glurk (what ever those things are). The Brainies are the embodiment of entropy, causing universal chaos and disorder. You have to solve the puzzles in the game to neutralize them. That means matching a Brainy of one color to a platform of the same color. There's a timer, so you have to hurry. But it gets monotonous after the first few levels.

## BREAKDOWN

## GRAPHICS

Simple and cute, but a little too simple.

## SOUND/MUSIC

Not a whole lot going on.

## PLAYABILITY

It's missing some excitement.

**OVERALL RATING**



## NFL QUARTERBACK CLUB • ACCLAIM • 1 PLAYER • 4 MEG



Football on the Game Boy. Is it really that necessary? This isn't a bad game, but if you are going to buy a game for the Game Boy, this probably shouldn't be it. It looks a lot like the old Tecmo football game for the NES. But the difference between the two is that more of this field is shown in Tecmo. But, NFL QB Club is still better than any Tiger hand-held game out there, so if you need your football fix even on Game Boy, go crazy.

## BREAKDOWN

## GRAPHICS

Looks a lot like Tecmo football for NES.

## SOUND/MUSIC

It's Game Boy, what do you expect?

## PLAYABILITY

All the moves aren't there.

**OVERALL RATING**



## AIR CARS • MIDNIGHT ENT. • 1-8 PLAYERS • 8 MEG



They say a picture is worth a thousand words. Well, take a good look. This game could be the last nail in the Jaguar Coffin. If Atari wants to remain in the running with the imminent release of Saturn and PlayStation, it is going to have to put some real effort into developing games that push the parameters of the Jaguar to the limit. This game is excruciating to play; even the multi-player link capabilities aren't enough to save it.

## BREAKDOWN

## GRAPHICS

Is this the 2600 or the Jaguar?

## SOUND/MUSIC

I'd rather listen to the New Kids.

## PLAYABILITY

I've had more fun at the dentist.

**OVERALL RATING**



**KNUCKLES CHAOTIX • SEGA • 1 OR 2 PLAYERS • 16 MEG**


Knuckles Chaotix is a high quality spinoff of the very popular Sonic the Hedgehog series. But you know that. The addition to this game is that you have four partners to help you in your adventure: Vector the Crocodile, Mighty the Armadillo, Espio the Chameleon and Charmy the Bee. The 32X version has no major enhancements in graphics and sound, but this is none-the-less a solid game that is definitely worth a look.

**BREAKDOWN**
**GRAPHICS**

As good as any of the Sonic games.

**SOUND/MUSIC**

Not much different than Sonic.

**PLAYABILITY**

Did I mention it's a lot like Sonic?

**OVERALL  
RATING**
**COOL 8**  
*Video Games*
**NFL QUARTERBACK CLUB • ACCLAIM • 1-5 PLAYERS • 32 MEG**


One of the best football games is now available for the 32X. Sharp graphics, smooth game play, six play modes and some great quarterbacks helix this fantastic game. Not as good as the immortal Madden '95, but you've gotta love a game that showcases that babe in the woods, Drew Bledsoe, as a member of that elite group, The Quarter Back Club. This is the best thing going for 32X if you like sports game so don't hesitate to pick this one up.

**BREAKDOWN**
**GRAPHICS**

Score a touchdown, do a dance.

**SOUND/MUSIC**

When there's a suck, you'll hear it.

**PLAYABILITY**

Wide field view for easier throwing.

**OVERALL  
RATING**
**COOL 8**  
*Video Games*
**NFL QUARTERBACK CLUB • ACCLAIM • 1 PLAYER • 4 MEG**


Another football game for the Game Gear is here. *NFL Quarterback Club* offers little new in the way of play or graphics. Not that it is a bad game—because it's not. In fact it's quite enjoyable. But, if you own any of the other football games for this system, don't feel as though you must rush out and buy this game. If you don't have a football game for the Game Gear, this one would probably be my choice. It's graphics and playability are a little better than the others.

**BREAKDOWN**
**GRAPHICS**

Play regular, or as X's and O's.

**SOUND/MUSIC**

Heard the players grand.

**PLAYABILITY**

It plays surprisingly well.

**OVERALL  
RATING**
**COOL 7**  
*Video Games*
**NHL ALL-STAR HOCKEY • SEGA • 1 PLAYER • 4 MEG**


Finally a hockey game for Game Gear. This is a surprisingly entertaining game despite its many drawbacks. Choppy graphics and lack of player mobility are this games major set-backs. You just can't make a hockey video game on such a limited amount of power. This is a nice try though, and should keep you entertained on those long drives home or when you are stuck in traffic leaving a Red Wings game.

**BREAKDOWN**
**GRAPHICS**

Better than average for Game Gear.

**SOUND/MUSIC**

The crowd makes interesting noises.

**PLAYABILITY**

A little too choppy.

**OVERALL  
RATING**
**COOL 7**  
*Video Games*
**BONKERS WAX UP! • SEGA • 1 PLAYER • 4 MEG**


The evil Madame Who-Said has collected famous Toons with wax to make statues for her Wax Museum (hence the game's name, *Bonkers Wax Up!*)—and a sort of a strange name at that, and Bonkers must stop her. The game play isn't extremely exciting, but the Toon Taster is a cool idea—It's a melting machine, the parts of which are scattered throughout Bonus Rounds. Once you find all the pieces, you can unmelt the waxed Toons.

**BREAKDOWN**
**GRAPHICS**

Backgrounds weren't very interesting.

**SOUND/MUSIC**

Only what it expected.

**PLAYABILITY**

It isn't all that.

**OVERALL  
RATING**
**COOL 6**  
*Video Games*



# RPG

## Attack!

SUPER NES

### HAVE AN OGRE BATTLE

If or those of you who have been waiting for another good RPG for your Super NES, the wait is almost over. *Ogre Battle*, a new title from Enix, is shaping up to be a great game. Much like *Dark Wizard* for the Sega CD, *Ogre Battle* will be a strategy game in which you must vanquish the enemy forces through strength and wits. Great graphics, great depth and approximately 100 hours of gameplay make this game a must for RPG fans.

We are depending on you to restore peace. ERM!

### AudioGAMES

Well, you can't have an RPG section and not have something to say about TSR. If you're looking for another type of adventure outside of video games, TSR has released two new interactive audio CD games. The first is called—appropriately enough—*Advanced Dungeon & Dragons*. It comes equipped with a 66-track audio CD, figurines, dice and guide books to accompany the three adventures that are included.

Assisted by the sound effects and music of the CD, you will be whisked into a world of wizards and dragons. With each decision you make, the storyline will develop. TSR claims that the adventure can be different each time you play. The game can be a lot of fun if you have a good imagination; unfortunately, imagination is a thing of the past for a lot of kids who grew up with video games. The \$30 dollars you fork out to purchase this game will also be a thing of the past...

The other new audio CD game is *Terror T.R.A.X.*, in which medieval minions invade a museum in modern-day New York. While being pursued by an ancient mummy on All Hallows' Eve, you will be given decisions to make; if you make the right choices, you'll probably get out alive. *Terror T.R.A.X.* will be listed at \$14.95.

### PLAY-BY-MAIL CON

If you haven't already overdosed on RPG info, here's something more for you. Another convention...yes, it's true. If you're into play-by-mail gaming, now there's a great reason to crawl out of your parents' basement. PBM Con '95 will take place on June 2-4 in Palatine, Illinois (just outside of Chicago) and will feature the largest selection of games ever assembled. For \$25 you can enlist in two games and for \$10 per game extra, you fill your dance card up even more. For more information, call (708) 385-4689.





# SHINING FORCE™



SEGA™

PHONE

(800) USA SEGA

DEVELOPER

SEGA/SONIC SOFTWARE

SIZE

CD

PLAYERS

1

**"IF YOU LIKE THE FIRST TWO,  
GIVE THIS ONE A LOOK."**

I said this in a review just last month, and I'll say it again: If it ain't broke, don't fix it. The developers of *Shining Force CD* have ignored this very sound advice. The game probably doesn't deserve such a high rating, but I'm a big fan of the first two *Shining Force* games so this one gets a good mark merely by association.

If you've played either of the cartridge versions of *Shining Force*, you'd probably agree that this series excels in most of the areas that role-playing games should. The cast of characters is interesting and diverse. The monsters are numerous and inventive. The battles are enjoyable to watch, as is the visible development of each of your characters as they purchase new weapons or rise to new ranks. In short, this is a chemistry that needed to be left unchanged.

Please don't get the impression that *Shining Force CD* has thrown all of these good qualities out the window, because it certainly hasn't. In fact, in some areas the quality has been enhanced. It's just that some key facets of the cart versions have been left out, thus limiting the amount of freedom you have in playing the game.

Inexplicably, *Shining Force CD* has been made into a kind of interactive storybook. Instead of allowing you to explore the land by moving around a party icon, the game simply links battle scenes together with bits of action and dialogue that you have no control over. While this cuts down on the sometimes tedious task of exploring and prevents you from straying in the wrong direction, it deletes your ability to discover things for yourself—which is one of the facets of RPGs that makes them so enjoyable.

## EDITORS' RATINGS

CHRIS B. 7

I'm a fan of the previous *Shining Force* games—both on Genesis and Game Gear—but I can't understand why the CD version is so dogmatically linear with all the storage space. This should have been the most diverse adventure yet, but it's been reduced to a combat simulator.



Now you ask, "What has been added if so much has been taken out?" Well, basically, the freedom of exploration has been replaced by more battles and an additional scenario. There are two complete games on this CD, and if you successfully manage to finish both of them, you'll be allowed to play a bonus battle to complete the entire story. This is a pretty cool feature.

If you're interested in the plot, here goes: The story finds you, the hero, banding together a group of adventurers to rid the world of Woldol and prevent him from resurrecting Iom, the evil God. You really can't tell the difference between this plot and that of any other RPG.

Let's recap. *Shining Force CD*, while lacking dimension, has added more battles and a second adventure. If you are a big fan of the first two, the game is definitely worth a look; just don't expect the same depth of game play.

—Geoff Higgins

## BREAKDOWN

### GRAPHICS

Some style of graphics as predecessors.

### SOUND / MUSIC

Music can get annoying.

### PLAYABILITY

Battle counts are cool to watch.

## OVERALL RATING

COOL

7

SHINING FORCE



# Seal of the Pharaoh



BY  
**Zach  
Meston**

**A**fter spending a dozen or so hours playing through *Seal of the Pharaoh*, I can state my opinion of it thus: about as exciting as the time I spent an entire week with my grandparents in a California "retirement community." (All that kept me from going completely insane was an Atari Lynx and *Todd's Adventures in Slime World* cartridge.) But for those readers who are very easily entertained and need a little help, here's a batch of hints and tips.

## COMBAT TIPS

- Until you obtain the Ring of Heal on Level B3, keep the Enchanted Potions selected in your inventory. When you encounter a monster, start whacking the A-button as fast as possible. If you run low on energy, quickly drink a Potion and continue the battle.
- During your first few battles, you can only land one blow before the monster counter-attacks, but as you gain experience, you should be able to land two blows in almost every battle. Two blows should do enough damage to kill the monster before it can react.



● The instruction manual talks about using Holy Water against all the monsters, but it's only really useful against the Metal Scorpion. Hit them with Holy Water until you can kill them with one or two blows.

## DISARMING TRAPS

- There are three items in the game used for disarming traps: the Hand of Thief, Lapis Statue and Ring of the Pharaoh. When you encounter a trap, select these items from your inventory until you find the one that works. As you get near the end of the game, there are a few traps that can only be disarmed by selecting the Steel Dagger from inventory.

## FINDING ITEMS



● You can't see items until you're practically standing on top of them, so thoroughly explore every room. Walk on every square and turn in every direction—to find Holy Waters and Healing Potions.

- When you enter a large room, always walk onto the center square. You'll usually find an item or encounter a helpful spirit.

## Level B2

- **Items:** Flask of Telnut, Flute of Dispel, Lapis Status Pyramid Power Holder, Steel Dagger.
- You encounter the Scorpion for the first time on this level. Give it a bag of Gold and it opens a secret door for you. You'll find several more Scorpions throughout the game.
- In battle against the boss (Fire Elemental), use the Flask of Telnut, then throw jars of Holy Water until it croaks.



## Level B3

- **Items:** Flute of Dispel, Hand of Thief, Ring of Heal, Ring of the Pharaoh, Silver Axe, Steel Shield.
- There are three "keys" on this level, placed inside the walls. Turn all three keys (in any order) to unlock a door that otherwise can't be opened. Behind the door is the Ring of Heal. (The Ring can be used endlessly, so you should never need to use Enchanted Potions.)
- You will encounter the Snake for the first time on this level. Give it the Gems and it will open a secret door for you. Like the Scorpion, there are several Snakes in the levels to come.





## Level B4

- **Items:** Golden Axe, Mist of Joy, Tear of Job.
- There are two "keys" on this level, one of them accessed through an elevator. Turn them both to unlock a door that otherwise can't be opened. Behind the door is the Tear of Job.



○ During this level, you'll be unlucky enough to have a Cursed Mask stuck on your face. The Mask takes away a bit of your energy with every step you take, so you need to keep using the Ring of Heal to keep your energy up. (If you don't have the Ring, you're screwed.) Use the Mist of Joy to remove the Mask.



○ In battle against the boss, use the Tear of Job to weaken it considerably, then use weapon blows to finish it off.

- When you encounter the gate, use the Key. (Boy, the puzzles in this game sure are tricky!)

○ Near the end of the level is a large room with an armor-plated Warrior Mummy in the center. Defeat the Mummy to open a nearby secret door.



## Level B7

- **Items:** Acid Sword, Ring of Heal, Steel Dagger.



○ This level introduces warp doors that zap you from room to room with none of that annoying "walking."

○ Pull the lever you find in a wall to get a second Ring of Heal.

○ Attack the blue vat you find to open it and reveal the Acid Sword.

○ There are a few traps in this level that you have to use the Steel Dagger to disarm.

○ In battle against the boss, use the Acid Sword.

## Level B5

- **Items:** Crystal Scythe, Lamps, Ring of the Pharaoh, Rope, Silver Shield, Sphere of Inferno.

○ There are two "keys" on this level. Turn them both. You'll find two more keys on the next level.

○ When you encounter the pillar, use the Hand of Thief to avoid being teleported back to the start of the level.



○ In battle against the boss, use the Sphere of Inferno, then throw Lamps (or use weapon blows). There are three Lamps on the level, all of them in rooms near the boss.



## Level B8

- **Items:** Bow of Ra, Hand of Thief.

○ You won't find a map of this level, but you don't really need one. The goal is to traverse to the four corners of the level (northwest, southwest, northeast, southeast) and activate each of the large orbs by using the Pyramid Power Holder. Once you've done that, return to the locked door near the start of the level and walk through it to face off against the final boss.



○ In battle against the Wizard's first form, use the Bow of Ra and follow up with weapon blows to kill him in a jiffy. Turn around and walk down the stairs to fight the Wizard's second and more powerful form.

Swing the Golden Axe and chug Enchanted Potions to keep your health up. Kill the Wiz a second time to beat the game and earn a weak full-motion video ending sequence. Yipeee!

## Level B6

- **Items:** Golden Shield, Key, Rope.
- There are two "keys" on this level. Turn them both to find the Golden Shield in a room on the south side of the level.

○ This level introduces automatic paths that make you walk from room to room without stopping or encountering any monsters.



# SPORTSWIRE

## SKATE WITH THE GREAT

Time Warner Interactive recently invited the VIDEOGAMES staff to watch the Great One—Wayne Gretzky—in a technical shoot of footage to be incorporated into a new line of Gretzky hockey games for high-end gaming platforms. After driving to the Iceplex in North Hills, California, we were escorted under a hanging tarp into the L.A. Kings' practice rink. There we saw Wayne and some randoms firing deflection shots and three-on-three matches. While Gretzky was schooling the other players, we took the time to talk with Time Warner reps about the upcoming game.

The first thing we learned was that the fighting that had been incorporated into the initial Gretzky Genesis game (see our review on page 97) may be taken out, apparently at the request of the NHLPA. That's bad news; Electronic Arts has eliminated fighting scenes from its NHL games for several years now, and the fighting in our prototype copy of the Gretzky cart is the best of any hockey game so far. If the NHL wants to avoid giving kids the wrong impression about fighting in the NHL, it's going about it the wrong way. VG Associate Editor Geoff Higgins was in Pittsburgh recently and caught a Penguins/Devils game during which there were three fights that left blood all over the ice. Ugly or not, fighting is a part of hockey. If a game is going to go as far as to include one-timers, sprints and Zambonis, it shouldn't have to sacrifice



The Great One split less than four feet from Geoff's foot! It doesn't get any better than this...

realism for the NHL's sugar-coated standard of what hockey should be, but isn't.

Anyway, the Gretzky development team says it's trying to improve on the player movements and shooting in order to pull this game up to the same level as EA's NHL '95. We also learned that Wayne is really into the development of these games. Hey, they've gotta be better than that awful Wayne Gretzky Hockey game for the NES!



## PORTABLE SPORTS TRIVIA

Are you a sports trivia geek? Can you rattle off the names of all of the national high school basketball teams? Well, now you can test your knowledge in a new game called Sports Trivia for the Game Gear. Try to answer hundreds of sports trivia questions covering 11 sports categories. If you get two trivia breaks in one room, you can go head-to-head in two-player mode. The game is played on a football field. If you answer a question right, you can move your player up the field for a touchdown. You can attempt a short gain by answering just one question, or go for the long bomb and try to answer a string of questions in a row. The more questions you answer, the more yards you gain! Look for this game soon from Sega Sports.





SEGA

PHONE

(800) USA SEGA

DEVELOPER

BLUESKY

SIZE

24 MEG

PLAYERS

1 OR 2

Fielders no longer do somersaults if they come in contact with the ball.

"The ultimate baseball cart!"

## EDITORS' RATINGS

CHRIS B. 9

An absolutely essential purchase for fans of baseball video games. Who cares about real-life baseball when I can play this cart at my leisure, even in January?

GEOFF 8

An excellent game—the players don't strike!

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 2 3 4 5



It's probably no surprise that this year's edition of *World Series Baseball* is one of the only '95 Sega titles not to get the full makeover treatment; after all, last year's version was the first game ever to receive a 10 rating in *SportsWire*. The folks at BlueSky Software have managed to improve my favorite baseball game in a variety of ways without changing any of the key elements that made it so successful.

Take the batting perspective graphics. The stunningly realistic artwork now features enhanced pitching and fielder animations. Pitchers now windup and deliver more smoothly and the second baseman does everything from reminding his teammates how many outs there are to sneaking in behind a runner leading off too far.

One of the more significant animation enhancements is that of the ball coming off the bat; you can now tell if it's a line-drive up the middle or a weak pop-up before the camera angle switches to the overhead fielding perspective. The graphics in the fielding view now match the batting perspective in detail and realism, a significant improvement over the previous cartridge.

The original game's excellent interface remains virtually

unchanged, other than the shape of the "hit zone" when batting in Veteran and All-Star modes. Last year's circle has been replaced with a "batting bar" that's similar in shape to a baseball bat. Hitting in these modes is much more challenging since you have to make contact in the bar's "sweet spot" in order to really drill the ball. Managers can see the current batter's hitting tendencies on the scoreboard and adjust their strategy accordingly.

One terrific new option is the ability to change the way the base runners are controlled. You can use last year's method (pointing to the base the runner is on) or switch to a more traditional technique (pointing to the base where you want the runner to go.)

Like other Sega '95 sports titles, the game includes real players, teams, trades and six different All-Star teams, and it tracks stats in 27 different categories. There's even an option to "re-draft" the rosters of every team in the league! The choppy SportsTalk play-by-play has been replaced with a stadium announcer who introduces each batter in the classic style: "Now batting for the Dodgers, the Center Fielder, Number 22." WSB remains the ultimate in cartridge baseball; it's so good, you'll almost forget there ever was a *Strike!*

—Jeffrey Tschiltch

## BREAKDOWN

- GRAPHICS 10
- Ferocious soundfx; Improved player animation
- SOUND/MUSIC 8
- Am I the only one who'll miss SportsTalk?
- PLAYABILITY 10
- Flawless. Detailed managing options.

OVERALL RATING 10

Play the Scoreboard Trivia Challenge between innings!



The shadow has been replaced with an X to show where a fly ball will land.





Could this be? Two *NBA JAMs* coming out at the same time? Oh, wait a minute—this isn't *NBA JAM*, it's *Barkley: Shut Up and Jam 2*. For a minute there I couldn't tell the difference. Isn't there some kind of copyright infringement here?

*Barkley: Shut Up and Jam 2* is like a Roger Corman production of the video-game industry. It's a game that has been modeled after a very popular title, developed and packaged, it seems, to cash in on the more popular one's success. This game just isn't of the same caliber or character as *NBA JAM*. Like a Corman movie, though, it does have its own appeal; it's like a guilty pleasure.

You know the set-up already. You can choose to enter the tournament or play against a friend in a single contest. In tournament mode, you move from one court to another challenging a new set of street ruffians; kinda like in the movie *White Men Can't Jump*. In both modes, you can choose to play up to a certain number of points or just a standard timed game.

The characters that you can pick from are varied and are all equally

"...the game could have been so much more original."

# BARKLEY SHUT UP AND JAM!

tough and ugly. Unfortunately, you don't get to play as Sir Charles (not without special cheat codes, anyway) and in the tournament mode, you see him in your first contest! Not exactly the build-up I was expecting.

The game does play well. The controls are easy to manipulate and pulling off the moves is fairly simple. The dunks aren't as outrageous or exciting as in *NBA JAM*, but they are cool in their own right. The one thing that really annoyed me was that no attention was paid to the characters' outward appearance on the court. There are no details to really make them stand out from each other and the colors of their uniforms are terrible.

*Barkley: Shut Up and Jam 2* isn't the worst game in the world. I'm disappointed because it could've been so much more original. If you're an *NBA JAM* nut who wants to try something a little different, try this; otherwise, just stick with the old *JAM* and the new Tournament Edition.

—Geoff Higgins

## BREAKDOWN

<b>GRAPHICS</b> The colors in this game are terrible.	6
<b>SOUND/MUSIC</b> Get hacked by the other team.	6
<b>PLAYABILITY</b> Smooth and quick like a hoop game should be.	7

**OVERALL RATING** **6**

- Checklist**
- ✓ Exhibition Practice Mode
  - ✓ League/Season Mode
  - ✓ Tournament Mode
  - ✓ Substitutions
  - ✓ Team Construction
  - ✓ Long-Air Construction
  - ✓ Battery Backup
  - ✓ Password Recovery
  - ✓ Tutorial Tutorial
  - ✓ Official License
  - ✓ 1 v 1 ✓ 3 v 3 ✓ 4 v 4 ✓ 5 v 5 ✓ 6 v 6 ✓ 7 v 7 ✓ 8 v 8 ✓ 9 v 9 ✓ 10 v 10 ✓



PHONE

(408) 296-8400

DEVELOPER

ACCOLADE

SIZE

16 MEG

PLAYERS

1 TO 4

## EDITORS' RATINGS

<b>JEFF</b> Geoff's "playability" rating seems generous.	6
<b>CHRIS E.</b> I prefer the hoop ruffians and special features of <i>JAM 2</i> .	6
<b>ZACH</b> Did the first game sell well enough to justify a sequel?	5

**Sport Accolade**  
36 cents  
PRESS RESET AND GET SPANNER  
AGAIN! MARKS SIX CHARLES





# SCOREBOARD

GENESIS BASEBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	AUDIO	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LEGEND
1	World Series Baseball '95	Sega	10	10	10	8	8	10	9	9	9	9	10	8	9	10
2	World Series Baseball	Sega	10	10	9	8	8	9	9	9	9	9	9	8	8	10
3	Hardball '94	Accolade	8	8	8	7	8	8	7	9	8	8	9	6	8	8
4	RBI '94	Tengen	8	8	8	8	8	7	8	9	7	8	8	6	9	8
5	Hardball III	Accolade	8	9	7	6	7	9	7	9	8	8	9	7	7	5
6	Sports Talk Baseball	Sega	7	7	8	7	8	8	8	7	7	7	7	7	7	7
7	Tony LaRussa Baseball	Electronic Arts	7	7	7	8	7	7	7	8	8	8	7	6	8	5
8	Hardball	Bullfinch/Accolade	7	7	7	7	8	8	8	8	7	7	8	7	6	na
9	ESPN Baseball Tonight	Sony Imagesoft	7	7	8	8	8	7	8	7	6	6	6	7	8	7
10	MLBPA Baseball	Electronic Arts	7	7	6	8	7	7	6	7	7	8	8	8	8	7
11	Super Baseball 2020	Electronic Arts	7	8	8	8	6	7	7	7	7	na	8	8	8	na
12	LaRussa Baseball '95	Electronic Arts	6	7	5	7	7	6	5	7	8	7	8	5	8	8
13	Tommy Lasorda Baseball	Sega	6	6	7	6	7	8	7	6	7	6	7	6	6	3
14	Roger Clemens MVP Baseball	Flying Edge	6	7	7	6	6	6	6	7	5	6	3	8	7	4

GENESIS BASKETBALL

1	Coach K College Basketball	Electronic Arts	9	10	9	9	9	8	9	9	9	9	9	8	9	8
2	NBA Live '95	Electronic Arts	9	9	9	9	8	8	9	9	8	8	9	8	9	9
3	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
4	NBA JAM Tournament Edition	Accolade	9	8	8	7	8	9	9	8	7	5	9	7	8	8
5	NBA JAM	Accolade	9	8	8	7	8	9	9	8	4	5	7	7	8	8
6	NBA Action '95	Sega	8	8	7	7	8	8	9	7	8	8	9	7	10	9
7	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
8	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	8	7	8	8	7	6	7	7
9	Team USA Basketball	Electronic Arts	7	8	7	7	6	7	6	7	8	8	7	6	7	7
10	Dick Vitale's "Awesome Baby" College Hoops	Times Warner	7	7	6	8	8	7	7	7	6	6	7	7	7	7
11	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	8	7	7	7	6	6	7	7
12	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
13	Jammit	Virgin	7	7	7	8	8	6	7	8	6	6	6	6	6	na
14	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
15	Jordan vs. Bird One-on-One	Electronic Arts	6	7	7	7	7	7	6	6	5	6	6	6	na	7
16	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	6	6	8	6	3
17	Barclay: Shut Up and Jam! 2	Accolade	6	6	6	6	6	6	7	7	4	6	5	4	6	3
18	Super NBA Basketball	Tecmo	6	6	6	6	5	5	7	7	8	5	6	6	8	6
19	Double Double	Konami	6	6	5	7	6	6	7	5	6	4	6	5	6	na
20	Barclay: Shut Up and Jam!	Accolade	6	6	5	4	5	5	7	5	5	4	7	3	6	3

# RAYMAN™



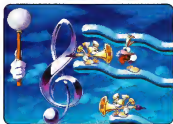
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CIRCLE #113 ON READER SERVICE CARD.

# SUPERMAN vs BATMAN

# FLASH vs FLASH

# AQUAMAN vs WONDER WOMAN

# BATMAN vs FLASH

# WONDER WOMAN vs BATMAN

# SUPERMAN vs SUPERMAN

# GREEN ARROW vs AQUAMAN

# FLASH vs SUPERMAN

# WONDER W



**Batman™ vs.  
Batman™?**



**It's a bird. It's a plane.  
It's Superman™?!!**



**Will Aquaman™ bash  
The Flash™?**



**Green Arrow's™ bow  
turns friend to foe!**



**The Man of Steel™ vs.  
the Dark Knight™!**



**Can anyone match The  
Flash's speed?**



**FOR THE FIRST TIME EVER!**  
THE JUSTICE LEAGUE™ FACES THEIR GREATEST ENEMY...  
THEMSELVES.



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